the

Playstation

Encyclopedia Book

vol.01

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I made this book because I had time off work, cause anxiety, and I had to do something to not go mental. So i made a book, calling it The Complete NES Guide, consisting of every NES game ever released among other things. Pretty much the same as this book. After that i made several other book in the same vein, from TMNT toys to Point and Click games. I like to catalog and categorize stuff, like all the comic I buy, I put in excel lists and every game I own I do the same. I always wanted to make a book consisting of every PSX games released, but was a little taken back cause the scale of the PSX library. But, I thought if I just made the book in several smaller, it would be more manageable. So, the book grew and grew into this monstrosity.

I made this book for myself as as a fan of the Sony Playstation. I have tried to make the book well presented and easy to look through. Although spelling errors are present, try to look past it and don`t get to hung up on them. I suck at grammar, i know:(

If you are happy with the book then please look at some of the web-sites on the “Reference Guide” page. Find a site that you like and give them some spending money. Or give cash to something you belive in. A kickstarter project or something, i don`t know?

If you are annoyed, or the owner of some of the content i took from you, send an email to me: sennep@hotmail.com
from: Daniel aka DaddaRuleKonge

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

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Sony PlayStation

This is a short wikipedia introduction for the Sony Playstation.

The first conceptions of the PlayStation date back to 1986 between a joint venture between Nintendo and Sony. Nintendo had been attempting to work with disc-based technology since the Famicom; their product was known as the 'CD-ROM/XA' - which acted as an extension of CD-ROMs that allowed for simultaneous access to compressed audio and video data on the discs, however the medium had problems. The Famicom Disk System's rewritable magnetic discs could be easily erased (thus leading to a lack of durability), and they lacked any sort of copy protection, thus were vulnerable to piracy. Consequently, when details of CD-ROM XA (which had neither of those problems) were released to the public, Nintendo was interested. Simultaneously developed by Sony and Philips, CD-ROM/XA was an extension of the CD-ROM format that combines compressed audio, visual, and computer data, allowing all to be accessed simultaneously. Nintendo approached Sony to develop a CD-ROM add-on, tentatively titled the "SNES-CD". A contract was signed, and work began. Nintendo's choice of Sony was due to a prior dealing: Ken Kutaragi, the person who would later be dubbed "The Father of the PlayStation", was the individual who had sold Nintendo on using the Sony SPC-700 processor for use as the eight-channel ADPCM sound set in the Super Famicom/SNES console through an impressive demonstration of the processor's capabilities.

Kutaragi was nearly fired by Sony because he was originally working with Nintendo on the side without Sony's knowledge (while still employed by Sony). It was then-CEO, Norio Ohga, who recognised the potential in Kutaragi's chip, and in working with Nintendo on the project. Ohga kept Kutaragi on at Sony, and it was not until Nintendo cancelled the project that Sony decided to develop its own console.

Sony also planned to develop a Super Nintendo-compatible, Sony-branded console, but one which would be more of a home entertainment system playing both Super Nintendo cartridges and a new CD format which Sony would design. This was also to be the format used in SNES-CDs, giving a large degree of control to Sony despite Nintendo's leading position in the video gaming market.

The product, dubbed the "Play Station" was to be announced at the May 1991 Consumer Electronics Show (CES). However, when Nintendo's Hiroshi Yamauchi read the original 1988 contract between Sony and Nintendo, he realized that the earlier agreement essentially handed Sony complete control over any and all titles written on the SNES CD-ROM format. Yamauchi decided that the contract was totally unacceptable and he secretly canceled all plans for the joint Nintendo-Sony SNES CD attachment. Instead of announcing a partnership between Sony and Nintendo, at 9 am the day of the CES, Nintendo chairman Howard Lincoln stepped onto the stage and revealed that Nintendo was now allied with Philips, and Nintendo was planning on abandoning all the previous work Nintendo and Sony had accomplished. Lincoln and Minoru Arakawa had, unbeknownst to Sony, flown to Philips' global headquarters in the Netherlands and formed an alliance of a decidedly different nature—one that would give Nintendo total control over its licenses on Philips machines.

After the collapse of the joint-Nintendo project, Sony briefly considered allying itself with Sega to produce a stand-alone console. The Sega CEO at the time, Tom Kalinske, took the proposal to Sega's Board of Directors in Tokyo, who promptly vetoed the idea. Kalinske, in a 2013 interview recalled them saying "that's a stupid idea, Sony doesn't know how to make hardware. They don't know how to make software either. Why would we want to do this?". This prompted Sony into halting their research, but ultimately the company decided to use what they had developed so far with both Nintendo and Sega to make it into a complete, stand-alone console. As a result, Nintendo filed a lawsuit claiming breach of contract and attempted, in U.S. federal court, to obtain an injunction against the release of what was originally christened the "Play Station", on the grounds that Nintendo owned the name. The federal judge presiding over the case denied the injunction and, in October 1991, the first incarnation of the aforementioned brand new game system was revealed. However, it is theorised that only 200 or so of these machines were ever produced.

By the end of 1992, Sony and Nintendo reached a deal whereby the “Play Station” would still have a port for SNES games, but Nintendo would own the rights and receive the bulk of the profits from the games, and the SNES would continue to use the Sony-designed audio chip. However, Sony decided in early 1993 to begin reworking the “Play Station” concept to target a new generation of hardware and software. As part of this process the SNES cartridge port was dropped and the space between the names “Play Station” was removed becoming “PlayStation”, thereby ending Nintendo’s involvement with the project. Sony’s North American division, known as Sony Computer Entertainment America (SCEA), originally planned to market the new console under the alternative branding “PSX” following the negative feedback regarding “PlayStation” in focus group studies. Early advertising prior to the console’s launch in North America referenced PSX, but the term was scrapped before launch.

Some of the SCE staff involved in the creation of the PlayStation credit Sega AM2’s Virtua Fighter, released in 1993, as inspiration for the PlayStation’s 3D graphics hardware. According to SCE’s former producer Ryoji Akagawa and chairman Shigeo Maruyama, the PlayStation was originally being considered as a 2D focused hardware, and it wasn’t until the success of Virtua Fighter in the arcades that they decided to design the PlayStation as a 3D focused hardware.

Industry hype for the console spread quickly, and in early 1994 GamePro reported that “many video game companies feel that in the near future, the video game platforms to contend with will be from Nintendo, Sega... and Sony.”

The PlayStation was launched in Japan on December 3, 1994, North America on September 9, 1995, Europe on September 29, 1995, and Oceania on November 15, 1995. The launch price in the American market was US$299 and Sony enjoyed a very successful launch with titles of almost every genre, including Battle Arena Toshinden, Doom, Warhawk, Air Combat, Philosoma, Ridge Racer and Rayman. Almost all of Sony’s and Namco’s launch titles went on to spawn numerous sequels.

Critics praised the console for the quality of its 3-dimensional graphics. Then Microsoft chairman, Bill Gates, preferred Sony’s console to the competition from Sega, saying “Our game designer likes the Sony machine.” Microsoft would later compete with Sony with its Xbox console. In a special Game Machine Cross Review in May 1995, Famicom Tsūshin would score the PlayStation console a 19 out of 40.

In addition to playing games, the PlayStation has the ability to play audio CDs (Asian model SCPH-5903 can also play Video CDs). The CD player has the ability to shuffle the playback order, play the songs in a programmed order, and repeat one song or the entire disc. Later PlayStation models can utilise a music visualisation function called SoundScope. This function, as well as a memory card manager, can be accessed by starting the console either without inserting a game or keeping the CD tray open, thereby accessing a GUI for the PlayStation BIOS.

The actual GUI for both PSone and PlayStation differ graphically depending on firmware versions: the original PlayStation GUI had a dark blue background with rainbow graffiti used as buttons; the early PAL PlayStation and PSone GUI had a grey blocked background with 2 icons in the middle, different on each version. If the CD lid is closed with a game inside at any time while at the menu, the game will immediately start.

The PlayStation went through a number of variants during its production run. From an external perspective, the most notable change between variants was the reduction in the number of connectors. The RCA jacks were removed in the first revision, and the Parallel I/O port was removed in the final revision.

On July 7, 2000, Sony released the PSone, a smaller, redesigned version of the original PlayStation. It was the highest-selling console through the end of the year.

CONTENT

The book is made up by four part because of the limit of the lulu printing limit and the useless inDesign program and the constant crashes. The pagenumbers are consistent and works as the books are a whole, this is because the pagenumbers are set, and I would have to change every pagenumber on the checklist. The only set pagenumbers are on the checklist volume.

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Dark dreams of blood & fire,
of drums pounding

It's a grim world where your razor sharp claws slaughter the weak.
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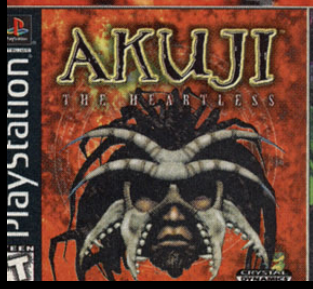

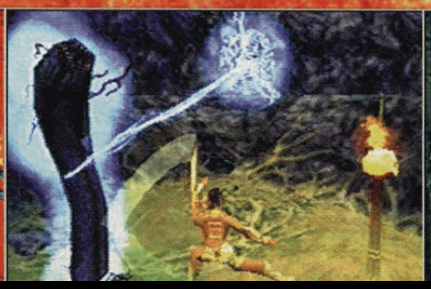

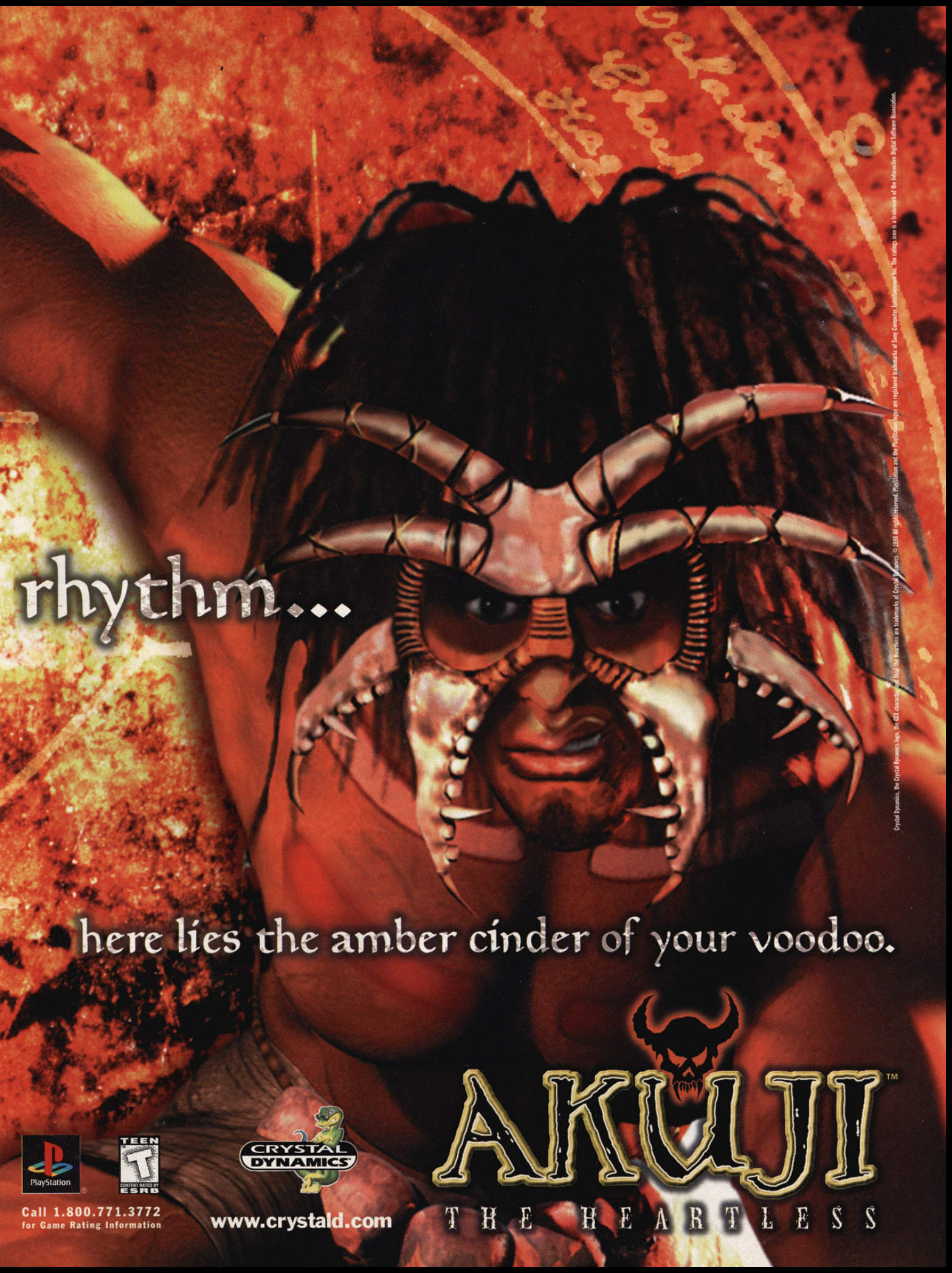
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Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

PlayStation DataCenter

"This site's task is to document the most accurate information available on the PlayStation 1 & 2 numerous games."

•Used for some screenshots and trivia info.

A giant database of information and pictures of Ps1 & Ps2 games. This. This is probablly the most important tool in collecting for the PlayStation. Without this site, the pages on the Japanese exclusive games whould be pretty barren.

http://ks23364.kimsufi.com/psxdata/databasepsx//sitenews.html

the Official PlayStation Museum

"We bring the classic days back into the spotlight by providing a forum as well as an online library of reviewed games. "

•Used for info.

A great database with information on most of the PlayStation games. I used this site alot on information about cancelled/unreleased games.

http://playstationmuseum.com/

Новая Игра

"Видеоигры, видеоприставки и аксессуары к ним"

•Used for unreleased Russian games.

A fun site on Russian PSX games, complete with decription in Russian.

http://www.newgame.ru/32bit/games.htm

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

•Used pictures and the review score.

A great webiste regarding many of games released with loads of information, faqs and pictures. This site covers almost all of the PlayStation releases, including the Japanese releases.

http://www.gamefaqs.com/

Digital Press

"Digital Press is dedicated to the "Pac-rats" among video gamers. We cover just about everything "retro", as well other consoles, both new and old."

•Used for rarity guide.

A giant archive on videogames with a great forum, among other tings.

http://www.digitpress.com/index.php

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

•Used for info.

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

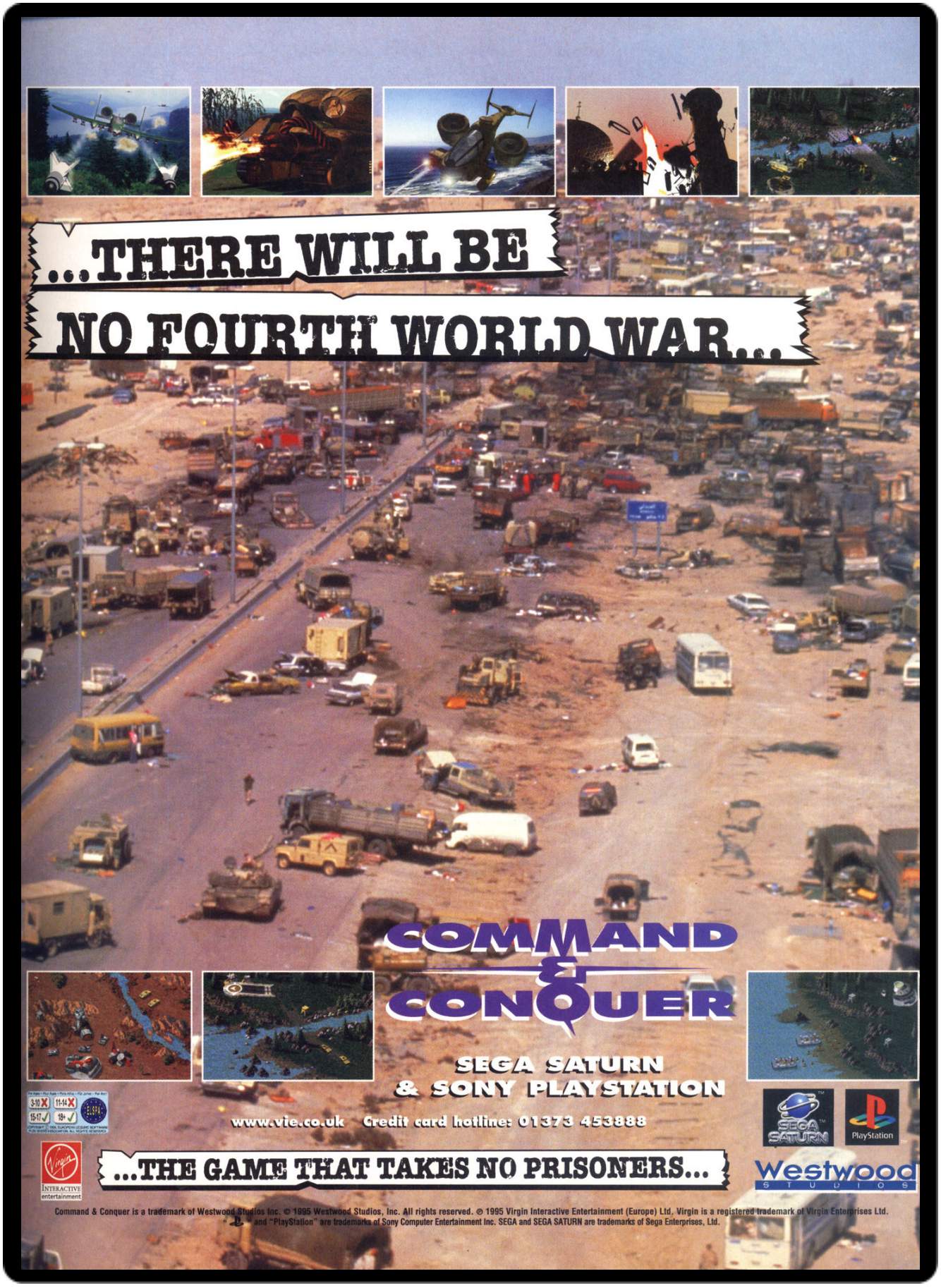
PSX Planet

"Некоммерческий русский информационный портал о играх для революционной платформы SONY PlayStation и её приемниках. "

•Used for unreleased Russian games.

Another fun Russian site on PSX games, complete with decription in Russian.

http://psxplanet.ru/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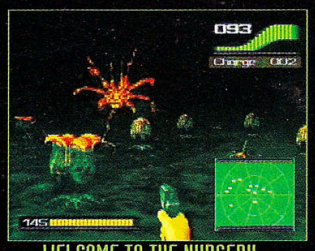
The bitch is on PlayStation...

and she doesn't feel like playing!



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Corporations

SONY

Sony Corporation, commonly referred to as Sony, is a Japanese multinational conglomerate corporation. Its diversified business is primarily focused on the electronics, game, entertainment and financial services sectors. The company is one of the leading manufacturers of electronic products for the consumer and professional markets.

Sony Corporation

Founded	7 May, 1946
Founders	Masaru Ibuka Akio Morita
Headquarter	Minato, Tokyo, Japan
Employees	140,900 (2014)
Website	sony.com

Its founders Akio Morita and Masaru Ibuka derived the name from sonus, the Latin word for sound, and also from the English slang word "sonny", since they considered themselves to be "sonny boys", a loan word into Japanese which in the early 1950s connoted smart and presentable young men. At the time, it was extremely unusual for a Japanese company to use Roman letters to spell its name instead of writing it in kanji.

Sony Headquarters at Sony City in Minato, Tokyo

The first Sony-branded product, the TR-55 transistor radio, appeared in 1955 but the company name did not change to Sony until January 1958.

The company launched the Betamax videocassette recording format in 1975. Sony became embroiled in the infamous videotape format war of the early 1980s, when Sony was marketing the Betamax system for video cassette recorders against the VHS format developed by JVC. In the end, VHS gained critical mass in the marketbase and became the worldwide standard for consumer VCRs and Sony adopted the format.

Sony Computer Entertainment

Parent	Sony Corporation
Founded	November 16, 1993
Headquarter	Tokyo, Japan
Employees	8,000

Sony Computer Entertainment, Inc. (SCEI) is a Japanese multinational video game company specializing in a variety of areas in the video game industry. The company was established on November 16, 1993 in Tokyo, Japan, prior to the launch of the original PlayStation video game system.

Sony Computer Entertainment was jointly established by Sony and its subsidiary Sony Music Entertainment Japan to handle the company's ventures into the video game hardware market. The company's North American operations, Sony Computer Entertainment of America (SCEA), were originally established in May 1995 as a division of Sony Electronic Publishing.

On September 14, 2005, SCE formed Sony Computer Entertainment Worldwide Studios (SCE WWS), a single internal entity overseeing all wholly owned development studios within SCE. It is responsible for the creative and strategic direction of development and production of all computer entertainment software by all SCE-owned studios, all of which is produced exclusively for the PlayStation family of consoles.

Sony Computer Entertainment produces the PlayStation family of video game hardware consisting of consoles and handhelds. Sony's first wide home console release, the PlayStation, codenamed "PSX" during development, was initially designed to be a CD-ROM drive add-on for Nintendo's Super Nintendo Entertainment System video game console, in response to Sega's Mega-CD.

The 3DO Company

Industry	Video games
Founded	1991
Fate	Bankruptcy, May 2003
Headquarter	Redwood City, California, U.S.
Subsidiaries	New World Computing

The 3DO Company, also known as 3DO, short for three-dimensional operating system, was a video game company. It was founded in 1991 under the name SMSG, Inc. (for San Mateo Software Group) by Electronic Arts founder Trip Hawkins in a partnership with seven companies.

When the company was first founded, its original objective was to create a next-generation CD-based video game system called the 3DO Interactive Multiplayer, which would be manufactured by various partners and licensees; 3DO would collect a royalty on each console sold and on each game manufactured. For game publishers, 3DO's $3 royalty per sold game was very low compared to the royalties Nintendo and Sega collected from game sales on their consoles. The launch of the console in October 1993 was well-promoted, with a great deal of attention in the mass media as part of the "multimedia wave" in the computer world.

The 3DO console launched in October 1993 at the price of $699. Poor console and game sales trumped the enticingly low royalty rate and proved a fatal flaw. Stock in the 3DO Company dropped from over $37 per share in November 1993 to $23 per share in late December. In October 1995, The 3DO Company sold its next generation console, M2, to Matsushita, and changed its business to develop and publish games for other game consoles and PC.

With the exception of its well-received High Heat Baseball franchise and BattleTanx games, most of the company's games were critically panned. After struggling for several years, the company filed for Chapter 11 bankruptcy in May 2003.

Capcom Co., Ltd.

Founded	1983
Employees	2,476 (2013)
Headquarter	Chuo-ku, Osaka, Japan San Mateo County, California, U.S.
Revenue	US$728.1 million (2010)
Website	capcom.com

Capcom Co., Ltd. is a Japanese developer and publisher of video games, known for creating multi-million-selling franchises such as Mega Man, Monster Hunter, Resident Evil, Devil May Cry and Street Fighter.

The original companies that spawned Capcom's Japanese branch were I.R.M Corporation founded on May 30, 1979, as well as its subsidiary Japan Capsule Computers Co., Ltd., both of which were devoted to the manufacturing and distribution of electronic game machines. The two companies underwent a name change to Sambi Co., Ltd. in September 1981, while Capcom Co., Ltd. itself was first established on June 11, 1983, for the purpose of taking over the internal sales department.

In January 1989, the old affiliate company Capcom Co., Ltd. merged with Sambi Co., Ltd., resulting in the current Japanese branch. The name Capcom is a portmanteau of "Capsule Computers", a term coined by the company to describe the arcade machines it solely manufactured in its early years, designed to set themselves apart from personal computers that were becoming widespread at that time. The word capsule alludes to how Capcom likened its game software to "a capsule packed to the brim with gaming fun", as well as to the company's desire to protect its intellectual property with a hard outer shell, preventing illegal copies and inferior imitations.

In recent years, Capcom has been criticized for controversial sales tactics, such as having to pay for additional content which is already available within the game's files, most notably in Street Fighter X Tekken. Capcom has defended the practice.

Electronic Arts, Inc., also known as EA Games, is an American developer, marketer, publisher and distributor of video games. EA also owns and operates major gaming studios, EA Tiburon in Orlando, EA Canada in Burnaby, BioWare in Edmonton as well as Montreal, and DICE in Sweden.

Electronic Arts

Founded	May 28, 1982
Founder	Trip Hawkins
Headquarter	Redwood City, California, U.S.
Employees	9,370 (2013)
Website	EA.com

In February 1982, Trip Hawkins arranged a meeting with Don Valentine of Sequoia Capital to discuss financing his new venture, Amazin' Software. Valentine encouraged Hawkins to leave Apple Inc., in which Hawkins served as Director of Product Marketing, and allowed Hawkins use of Sequoia Capital's spare office space to start the company. On May 28, 1982, Trip Hawkins incorporated and established the company with a personal investment of an estimated US$200,000. For more than seven months, Hawkins refined his Electronic Arts business plan. With aid from his first employee, Rich Melmon. He recruited his original employees from Apple, Atari, Xerox PARC, and VisiCorp, and got Steve Wozniak to agree to sit on the board of directors.

In the mid-1980s Electronic Arts aggressively marketed products for the Commodore Amiga, mistakenly believing that its low price and sophistication would cause the computer to supplant the Apple Macintosh. PC compatibles instead became the dominant personal computer. In 1990 Electronic Arts began producing console games for the Nintendo Entertainment System, after previously licensing its computer games to other console-game publishers. Eventually, Trip Hawkins left EA to found the now defunct 3DO Company.

In 2011 Electronic Arts was the world's third-largest gaming company by revenue after Nintendo and Activision Blizzard.

Gremlin Interactive

Fate	Absorbed into Infogrames
Founded	1984
Founder	Ian Stewart
Defunct	1999
Headquarter	Sheffield, United Kingdom

Gremlin Interactive was a British software house based in Sheffield and working mostly in the home computer market. Like many software houses established in the eighties their primary market was the 8-bit range of computers.

The company, originally a computer store called Just Micro, was established as a software house in 1984 with the name Gremlin Graphics Software Ltd by Ian Stewart & Kevin Norburn. Gremlin's early success was based on games such as Wanted: Monty Mole for the ZX Spectrum and Thing on a Spring for the Commodore 64. In 1994, it was renamed as Gremlin Interactive, concentrating on the 16-bit, PC and console market. Gremlin scored big with the Zool and Premier Manager series in the early 1990s, and then with Actua Soccer, the first football game in full 3D, while having success with other games such as the Lotus racing series, a futuristic racing game Motorhead, a stunt car racing game Fatal racing (1995) and a 1998 flight simulator Hardwar. Following EA's success with the EA Sports brand, Gremlin also released their own sports videogame series, adding Golf, Tennis and Ice Hockey to their Actua Sports series.

In 1996, Gremlin acquired DMA Design (creators of Grand Theft Auto and Lemmings). After 1999, they themselves were bought by Infogrames and renamed "Infogrames Sheffield House", for a reported fee of around £24m, but the studio closed in 2003. The building they occupied has since been demolished when Infogrames Sheffield House was supposed to be renamed "Atari Sheffield House".

Hudson Soft Co., Ltd

Parent	Konami Digital Entertainment
Founded	1973
Defunct	2012
Employees	421 (2011)
Website	hudson.jp

Hudson Soft Co., Ltd, commonly known by its brand name Hudson, was a Japanese video game publisher. It was headquartered in the Midtown Tower in Tokyo Midtown, Akasaka, Minato, Tokyo, Japan, with an additional office in the Hudson Building in Sapporo.

Hudson Soft was founded on May 18, 1973. Initially, it dealt with personal computer products, but later expanded to the development and publishing of video games, mobile content, video game peripherals and music recording.

Hudson is best known for developing game series such as Bomberman, Adventure Island, and Bonk's Adventure.

Hudson Soft ceased to exist as a company on March 1, 2012 and was merged with Konami Digital Entertainment. Products and services will continue to be provided under the Hudson brand through Konami.

The relation between Hudson Soft and Konami can be traced back as early as 1985, when Hudson ported Konami's arcade game Pooyan to the Famicom. Moreover, Konami was a third party publisher for Hudson Soft's PC Engine in Japan. But the acquisition process of Hudson Soft by Konami would only begin in 2001.

Hudson had a long history of creating games for other publishers. The most notable of these were the Mario Party series, created for Nintendo. They developed the first eight console installments; however, Mario Party 9 was developed by Nintendo subsidiary Nd Cube, which consists of many former Hudson employees.

Infogrames Entertainment, SA

Fate	Reincorporated as Atari, SA
Founded	June, 1983
Headquarter	Paris, France
Defunct	May 29, 2009
Website	Infogrames.com

Infogrames Entertainment SA (IESA) was an international French holding company headquartered in Paris, France. Through its subsidiaries, Infogrames produced, published and distributed interactive games for all major video game consoles and computer game platforms.

The founders wanted to christen the company Zboub Système, but were dissuaded by their legal counsel. According to Bonnell in a TV interview, they then used a mix-and-match computer program to suggest other names, one of which was "Infogramme": a portmanteau of the French words "informatique" (information technology) and "programme" (a computer program). The final choice, "Infogrames", was a slightly modified version of that suggestion, and is pronounced /ˌɪnfoʊˈgræmz/ in English.

In the late 1980s Infogrames was noted for its French computer games that often featured original game ideas and occasionally humorous content. They had acquired several licences for popular Franco-Belgian comics.

In 1992, they released Alone in the Dark, a 3D horror adventure game to international attention.

In 1996, Bruno Bonnell's Infogrames embarked on an acquisition campaign that would last seven years and cost more than $500 million; the objective was to become the world's leading interactive entertainment publisher. IESA bought Ocean Software for about $100 million, renaming the company as Infogrames UK. They purchased Philips Media BV, and Gremlin Interactive for $40 million, renaming it to Infogrames Sheffield House. They bought Accolade for $60 million and Beam Software, later renamed to Infogrames Melbourne House Pty Ltd. Infogrames bought 70% of GT Interactive for $135 million, and Hasbro Interactive and the handheld game console Game.com for $100 million, among others.

Konami Corporation

Founded	1969
Headquarter	Tokyo Midtown, Japan
Revenue	US$3.24 billion (2012)
Employees	5,758 (2012)
Website	Konami.com Konami.net

Konami Corporation is a Japanese developer and publisher of numerous toys, trading cards, anime, tokusatsu, slot machines, arcade cabinets, video games, and additionally operates health and physical fitness clubs in Japan.

Konami is famous for popular video game series such as Castlevania, Contra, Dance Dance Revolution, Gradius, Frogger, Suikoden, Ganbare Goemon, Metal Gear, Pro Evolution Soccer, Silent Hill and Yu-Gi-Oh!. The 2012 purchase and absorption of Hudson Soft resulted in the addition of several other popular franchises, including Adventure Island, Bloody Roar, Bomberman, Far East of Eden and Star Soldier. Konami is the fifth-largest gaming company in the world by revenue.

Konami is also known for its password, the Konami Code, which traditionally gives many power-ups in its games. Although variants also exist, as in the Parodius series, and button naming can differ depending on the controller used, the classic Famicom or NES combination is: Up, Up, Down, Down, Left, Right, Left, Right, B, A. Although use of this code in more recent Konami productions has been sparse.

The company was founded in 1969 as a jukebox rental and repair business in Toyonaka, Osaka, Japan, by Kagemasa Kōzuki, who remains the company's chairman. The name "Konami" (/kəˈnɑːmiː/; Japanese pronunciation: [kó.nà.mì]) is a conjunction of the names Kagemasa Kozuki, Yoshinobu Nakama, and Tatsuo Miyasako.

Midas Interactive

Founder	Paul Share
Headquarter	Essex, England
Website	midasinteractive.com

Paul Share founded Midas Interactive Entertainment BV in the Netherlands. Share envisioned a publishing company that could compete, and surpass, other budget software publishers. He wanted his company to offer original titles and sell them inexpensively worldwide.

Two new labels were added to the Midas family in 1998: Reality, with its 1st title Johnny Herbert's Grand Prix Championship 1998, and Arena Games, with Echelon.

In January 1999 the now famous "Pocket Price Games" label was launched as well as compilation labels "2 in 1" and "All in One Packs". Previously concentrating only on PC & Macintosh games, Midas released its first Playstation titles in February 2000.

In 1999 and 2000 subsidiary locations started popping up all over the globe and soon Midas was represented worldwide. It was about this time that all locations were umbrelled under the MiDAS Interactive Entertainment Group name.

A slight reorganization took place in about 2001 when Midas Interactive Entertainment Ltd., its UK subsidiary, became the Corporate Headquarters for the group. The UK branch handles Corporate Licensing, Sales and Marketing plus oversees sales in France, Japan and the United States. The Dutch office still functions for the bulk of International sales plus central European manufacturing, warehousing & distribution. So, if a package states "Made in Holland" the game was manufactured and published by this branch.

Namco

Founded	June 1, 1955 Re-established March 31, 2006
Founder	Masaya Nakamura
Fate	Merged with Bandai
Headquarter	Ōta, Tokyo, Japan
Website	namco.co.jp

Namco Limited is a Japanese corporation best known as a former video game developer and publisher. Namco was re-established to continue domestic operation of video arcades and amusement parks.

Masaya Nakamura founded the company as Nakamura Manufacturing in 1955. Based in Tokyo, the company started out by running children's rides on the roof of a department store in Yokohama. The business eventually expanded throughout the Tokyo area. Nakamura Manufacturing was reorganized in 1958 and later underwent a name change to Nakamura Amusement machine Manufacturing COmpany, which would be used to form the acronym "NAMCO." In 1970, the company produced a coin-operated mechanical driving simulator called "Racer."

Namco's first original video game was Gee Bee (1978). Galaxian (1979) revolutionized the industry as the first video game to use RGB color graphics. It was Pac-Man (1980), however, that would become definitive of Namco's legacy, going on to become a fixture in popular culture.

In 1993, Ridge Racer, a driving simulation game, entered arcades, featuring 3D computer graphics; the game was later released for the PlayStation. Another of the company's most famous games, Tekken, was released in 1994, which was also soon ported to the PlayStation.

In September 2005, Namco merged with Bandai to become "Bandai Namco Holdings", the 3rd largest video game entity in Japan. On March 31, 2006, Namco's game development operations absorbed that of Bandai's.

Phoenix Games

Founded	2003
Defunct	2009
Website	www3.phoenixgamesgroup.com

Phoenix Games, known as Phoenix Games Ltd. in England, Phoenix Games B.V. in the Netherlands, Phoenix Games Asia in Thailand, and collectively as Phoenix Games Group, was a game developer and publisher of cheap, bargain-bin games.

Branding themselves as a "Super Budget Publisher," the company's business model was in the production and publishing of games sourced from small, independent developers in the shortest amount of time and budget possible. Where as with most publishers production takes several months for budget games (or licensed tie-ins) to years for big-name, AAA-quality titles, Phoenix claims a 3-5 month turnaround time for works published under their label.

Most of the games are rated 3+ by PEGI, which probably was to the benefit of their target demographic: everyone. It was active between 2003 and 2009 and sold to markets globally.

Phoenix Games also often made interactive versions of cartoons produced by Dingo Pictures with mini-game collections that typically included card games, arcade games, jigsaw puzzles, and others, using titles and themes similar to Disney franchises. They were able to get around copyright infringement, most probably due to their relative obscurity in comparison to more high-profile intellectual property infringement cases, such as those from mockbuster film studios like The Asylum.

Relatively little, if anything, is known about their sudden demise from the industry, but it is likely that their quantity-over-quality strategy lead to their undoing.

SCE Studio Liverpool was a video game development house headquartered at Wavertree Technology Park in Liverpool, England. Studio Liverpool was the oldest and second largest development house within Sony Europe's stable of developers, and is best known for the Wipeout series.

Psygnosis	
Founded	1984
Founder	Ian Hetherington David Lawson
Fate	Closed
Owners	Sony
Website	worldwidestudios.net/en/Homepage

Founded by Jonathan Ellis, Ian Hetherington and David Lawson, the Liverpool-based Psygnosis was indirectly born from the ashes of the defunct 8-bit game company Imagine Software, where Lawson was one of the founders and Hetherington was Financial Director. After the collapse of Imagine in 1984, the name and trademarks were bought by Ocean Software, while the rights of the software remained with original copyright owners. After Imagine, Lawson and Hetherington set up a new company called Finchspeed which took two unfinished games developed by Imagine, Bandersnatch (for the ZX Spectrum) and Psyclapse (for the Commodore 64), and fused them into one to become Brataccas, the first game published by Psygnosis.

Although Psygnosis primarily became a game publisher, some games were developed fully or partly in-house. During the early days, artists were employed full-time at the headquarters, offering third-party developers, who were often just single programmers, a very high-quality art resource.

In 1993, the company was acquired by Sony Electronic Publishing. In preparation for the September 1995 introduction of Sony's PlayStation console in Western markets, Psygnosis started creating games using the PlayStation as primary reference hardware. In 1999, the publishing branch of the company was merged into Sony Computer Entertainment Europe as a whole, and the Psygnosis brand was dropped in favour of SCE Studio Liverpool.

Square Company, Limited	
Successor	Square Enix
Founded	1986
Founder	Masashi Miyamoto
Defunct	2003
Headquarter	Tokyo, Japan

The Square Company, Limited was a Japanese video game company. It merged with Enix in 2003 and became part of Square Enix. The company sometimes used Squaresoft as a brand name to refer to their games, and the term is occasionally used to refer to the company itself.

Square was founded in Yokohama by Masashi Miyamoto after he graduated from Waseda, one of Japan's top universities. Back then, Square was a computer game software division of Den-Yu-Sha, a power line construction company owned by Miyamoto's father. While at the time game development was usually conducted by only one programmer, Miyamoto believed that it would be more efficient to have graphic designers, programmers and professional story writers working together on common projects. Square's first two titles were The Death Trap and its sequel Will: The Death Trap II, both designed by part-time employee Hironobu Sakaguchi and released on the NEC PC-8801.

Square has also made other widely known games such as Chrono Trigger, Chrono Cross, Secret of Mana, Legend of Mana, Xenogears, Brave Fencer Musashi, Parasite Eve, Parasite Eve 2, Saga Frontier, Romancing Saga, Vagrant Story, Kingdom Hearts, and Super Mario RPG: Legend of the Seven Stars (done under the guidance of Shigeru Miyamoto).

A merger between Square and its competitor Enix was in consideration since at least 2000; however, the financial failure of the movie Final Fantasy: The Spirits Within made Enix hesitant to join with a company which was losing money.

Ubisoft

Founded	1986
Headquarter	Montreuil, France
Employees	9,200 (2013)
Website	ubi.com ubisoftgroup.com

Ubisoft Entertainment S.A. is a French multinational video game developer and publisher, headquartered in Montreuil, France. It is known for developing games for several acclaimed video game franchises including Assassin's Creed, Far Cry, Ghost Recon, Rainbow Six, and Rayman.

In March 1986, five brothers of the Guillemot family founded a computer game publisher, Ubisoft, in Carentoir, a small village located in the Morbihan department of the Brittany region, in France. Yves Guillemot soon made deals with Electronic Arts, Sierra On-Line, and MicroProse to distribute their games in France. By the end of the decade, Ubisoft began expanding to other markets, including the United States, the United Kingdom, and Germany. They also entered the video game distribution and wholesale markets, and by 1993 they had become the largest distributor of video games in France. In the early 90s, Ubisoft initiated its in-house game development program, which led to the 1994 opening of a studio in Montreuil, France. It later became their administrative and commercial head office, even as the company continues to register its headquarters in Rennes.

Today, Ubisoft is the third-largest independent game publisher in the world, trailing Activision Blizzard and Electronic Arts (EA). Ubisoft Entertainment S.A's worldwide presence includes 29 studios in 19 countries. The company has subsidiaries in 26 countries. Ubisoft's largest development studio is Ubisoft Montreal in Canada, which employs about 2,100 people.

In Ubisoft's 2008–2009 fiscal year, the company's revenue was €1.256 billion, reaching the 1 billion euro milestone for the first time in the company's history.

Working Designs

Founded	1986
Defunct	2005
Successors	Gaijinworks
Headquarter	California, U.S.
Website	workingdesigns.com

Working Designs was an American video game publisher that specialized in the localization of Japanese role-playing video games, strategy video games and top-down shooters for various platforms. It was known best to fans as the long-time exclusive US publisher of the Lunar series.

Working Designs published games for the Sega CD and TurboGrafx-16/CD due to the appeal of the CD medium, instead of the more popular cartridge-based Super Nintendo Entertainment System and Sega Genesis. When the Sony PlayStation and Sega Saturn were released, Victor Ireland met with then-President of SCEA Bernie Stolar to discuss translating and publishing Sony's Japanese launch SRPG Arc the Lad. Stolar outright refused Ireland, saying that RPGs were not the future, and said that WD's games didn't help the Sega CD and TGCD. This sparked a feud between Ireland and Stolar, and Ireland resigned his company to making Sega Saturn games, as the Nintendo 64 was considered to be too expensive to consider publishing on.

Working Designs often changed postponed releases from upwards of a year or more. The final Sega Saturn game released in the US, Magic Knight Rayearth, was unintentionally delayed for over three years. The company released the most single titles for the Playstation.

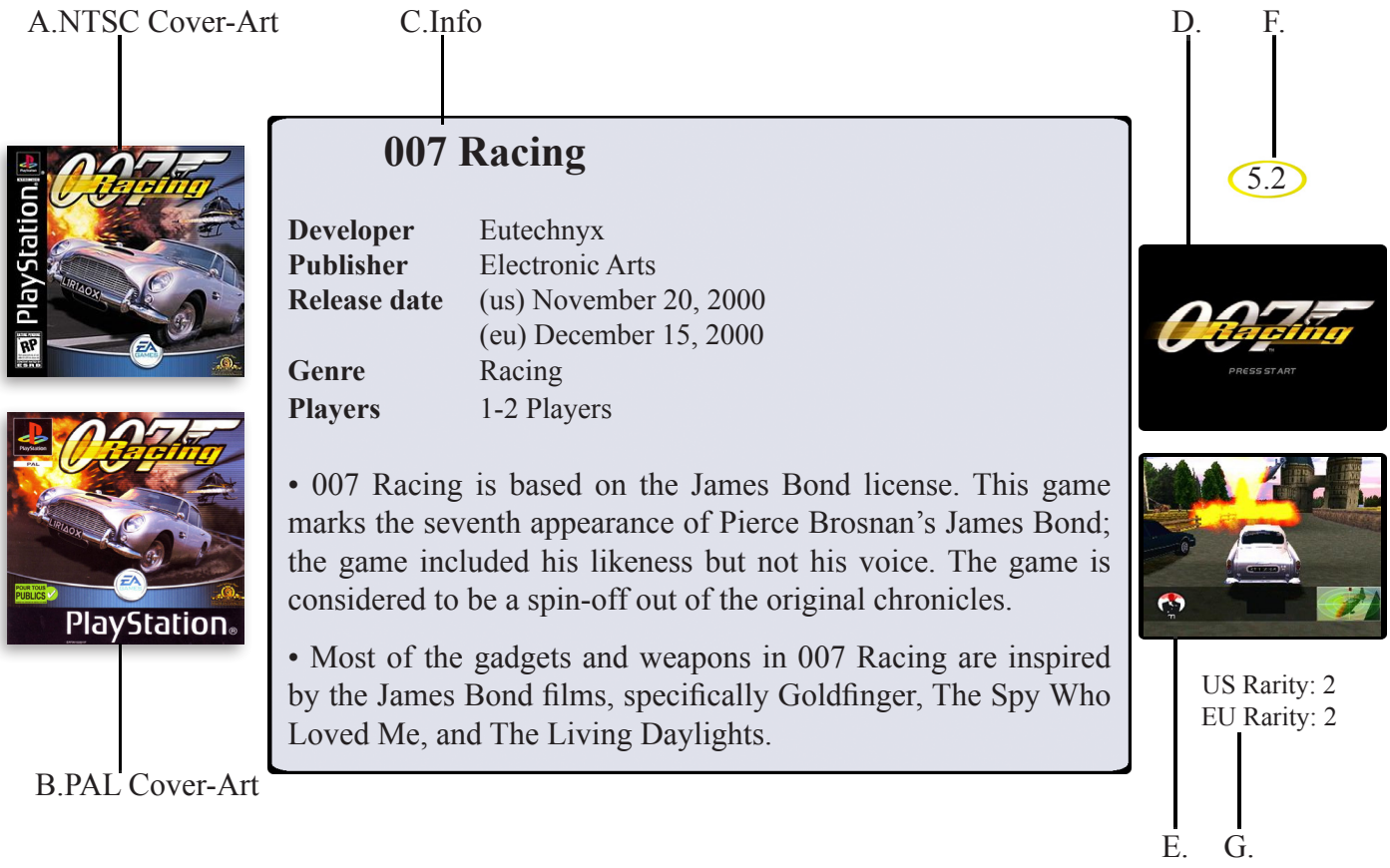
Due to a series of delays, approval snags, and sagging sales, Working Designs announced on December 12, 2005 that all existing staff had been laid off and the company was effectively defunct. Speculation on the reasons for why include the company's perceived inability or unwillingness to release games for non-Sony platforms since Magic Knight Rayearth for the Sega Saturn. In July 2006, the President of Working Designs, Victor Ireland, started a new company called Gaijinworks.

PlayStation PAL & NTSC Games

This is the main portion of the book. This is what i envisioned the book to be. A collection of every official PSX game with a sweet cover art, a screen-shot and some information about the game.

Page Break-Down

This is a break-down of what the PSX GAMES pages consist of:



A. NTSC-U Cover-Art

If a cover art is present here, it means the game had a U.S. release. If not, a screenshot of the game is present. I used GameFAQs for much of the pictures.

B. PAL Cover-Art

The same as above. If a cover art is present the game got a PAL release of some sort, if not, a screenshot is present instead. PAL releases where often different, regarding the region it where released. This is not taken into consideration.

C. Info

The Info box is hard to get right. The Developers of PSX games is often different on sites, and it`s difficult to find what is true. I suspect some of my information is wrong, and often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the PSX port for example. The Publisher is not as a problem, and it is often credited to the same on the different web-sites. Release Date is usually the correct one on the wikipedia list. In the info or trivia section, i wanted some sentences that was informativ, interesting, and/or fun. If i did not use wikipedia or change the content to much, and did a direct transcript, i would try to credit the source material. The credit is in *italic*.

D. Title Screen

If i found it, then this is a screenshot of the title-screen. The pictures would come from where i found it on the net. Youtube, GameFAQs, wherever.

E. Screenshot

This is a gameplay screenshot of the game, found wherever.

F. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from “GameFAQs.com”, cause` they could often be seen as not biased, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would usually use the MobyGames score.

G. Rarity

The rarity are from “DigitalPress.com”, as i found them to have the most complete guide. It consist of a U.S. rarity and E.U. rarity. The rarity-score is set as the rarity of a loose game. The manual and box are sometimes higher in rarity. The score should be used as a refrence point, and not to be taken all too literally. The score of E.U. rarity especially, since they often had several different releases to the different regions. The rarity-score goes from 1 (common) to 10 (rare).

007 Racing

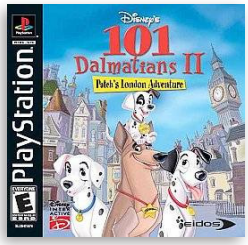
5.2

Developer	Eutechnyx
Publisher	Electronic Arts
Release date	(us) November 20, 2000 (eu) December 15, 2000
Genre	Racing
Players	1-2 Players

007 Racing is based on the James Bond license. This game marks the seventh appearance of Pierce Brosnan's James Bond; the game included his likeness but not his voice. The game is considered to be a spin-off out of the original chronicles.

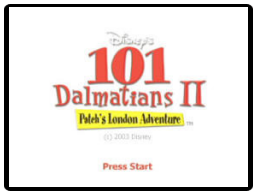
Most of the gadgets and weapons in 007 Racing are inspired by the James Bond films, specifically Goldfinger, The Spy Who Loved Me, and The Living Daylights.

US Rarity: 2
EU Rarity: 2



101 Dalmatians II: Patch's London Adventure

5.8



Developer	Backbone Entertainment
Publisher	Eidos Interactive
Release date	(us) October 14, 2003
Genre	Action
Players	1 Player

The player character are Patch, one of the famous 101 Dalmatians, and his family has accidentally abandoned him in London during a move to the countryside.

Gameplay may be fairly basic for a 3-D platformer. In each of the 29 levels the player collect a set number of items, avoid enemies, and rescue the siblings.

US Rarity: 2

102 Dalmatians: Puppies to the Rescue

7.1

Developer	Crystal Dynamics
Publisher	Eidos Interactive
Release date	(us) November 8, 2000 (eu) December 8, 2000
Genre	Action
Players	1 Player

102 Dalmatians: Puppies to the Rescue are based on the live-action Disney movie 102 Dalmatians. The game itself follows the film's storyline loosely.

The game is a 3-dimensional game, where the player must bark at enemy toys to short-circuit them, or tumble into them to smash them.

US Rarity: 2
EU Rarity: 2

6.1

US Rarity: 2
EU Rarity: 4

1Xtreme

Developer	Sony Interactive Studios America
Publisher	SCEA
Release date	(us) September 9, 1995 (eu) December, 1995
Genre	Racing
Players	1-2 Players

ESPN Extreme Games was re-released as “1 Xtreme” for Sony’s Greatest Hits series. The game was renamed because the ESPN license expired and management didn’t feel that the ESPN brand would help sell it.

The game was similar to Road Rash, which was a game published by Sega. The game was followed by two sequels, 2Xtreme and 3Xtreme.

6.2

US Rarity: 4

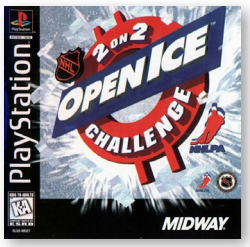
2 on 2 Open Ice Challenge

Developer	Avalanche Software
Publisher	Midway
Release date	(us) November 30, 1996
Genre	Sports
Players	1-2 Players

2 On 2 Open Ice Challenge, aslo known as NHL Open Ice, was ported from a 1995, Midway arcade game.

The game features a full NHL license including actual team names and logos and 120 actual NHLPA players with reflective stats for the 1995-96 season.

Chicago Blackhawks announcer, Pat Foley, lends his voice talents to the game for in-game commentary.



5.7

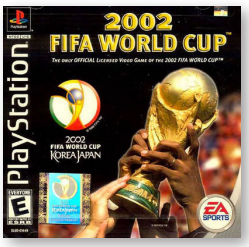
US Rarity: 2
EU Rarity: 1

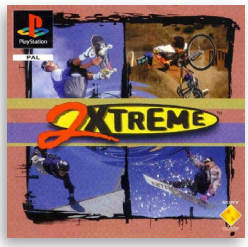
2002 FIFA World Cup

Developer	EA Canada
Publisher	EA Sports
Release date	(us) April 30, 2002 (eu) April 26, 2002
Genre	Sports
Players	1-2 Players

2002 FIFA World Cup is the official World Cup video game published by EA Sports.

Bayern Munich and German international goalkeeper Oliver Kahn successfully sued Electronic Arts for their inclusion of him in the game. As a result, EA was banned from selling copies of the game in Germany.





2Xtreme

5.3

Developer	Sony Interactive Studios America
Publisher	SCEA
Release date	(us) October 31, 1996 (eu) March 6, 1997
Genre	Racing
Players	1-2 Players

2Xtreme is the sequel to ESPN Extreme Games.

In the game, the player races against others in various events around the world using Rollerblading, skateboarding, biking, and snowboarding.

• Tricks of different difficulties can be performed during the race to gain points.

US Rarity: 1
EU Rarity: 4

360: Three Sixty

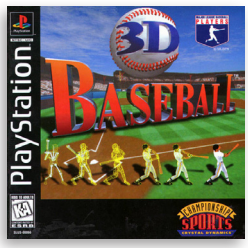
6.0

Developer	Smart Dog
Publisher	Cryo Interactive
Release date	(eu) July, 1999
Genre	Racing
Players	1-2 Players

360: Three Sixty is a racing game, released exclusively in Europe.

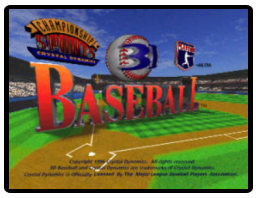
The game is set in a world submerged beneath water and use hoverbikes for racing. Players will use lethal weapons to take opponents down with a revolutionary firing system.

EU Rarity: 2



3D Baseball

7.9



Developer	Crystal Dynamics
Publisher	Crystal Dynamics
Release date	(us) October 31, 1996
Genre	Sports
Players	1-2 Players

3D Baseball, known as 3D Baseball: The Majors in Japan, features CNN sportscaster Van Earl Wright as the announcer.

The game has over 700 actual Major League players and their previous years stats to choose from. There are over 50 real-life batter stances that were motion-captured through the actual players themselves with five different dynamic camera angles to choose.

US Rarity: 3

5.6

US Rarity: 4
EU Rarity: 2

3D Lemmings

Developer	Clockwork Games
Publisher	Psygnosis
Release date	(us) November 21, 1995 (eu) September 29, 1995
Genre	Puzzle
Players	1 Player

3D Lemmings, known as Lemmings 3D in North American, was the first Lemmings game to be rendered in 3D.

The gameplay, like the original Lemmings game, requires the player to lead all the lemmings to their exit by giving them the appropriate “skills”.

6.6

US Rarity: 1

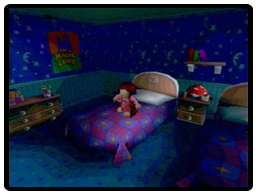
3Xtreme

Developer	989 Studios
Publisher	989 Studios
Release date	(us) April 21, 1999
Genre	Racing
Players	1-2 Players

As with 2Xtreme, 3Xtreme contains skateboarding, skating, and biking options to reach the goal before opponent players. Unlike 2Xtreme, however, 3Xtreme’s characters are composed of polygons as opposed to sprites. Such a design choice was detrimental to the graphics, however, as the game experienced frequent slowdown when more than one player was on the screen.

Codes allow the player to race as aliens and miniature cars.

6.3



US Rarity: 2
EU Rarity: 1

40 Winks

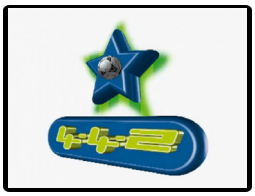
Developer	Eurocom
Publisher	GT Interactive
Release date	(us) November 14, 1999 (eu) November, 1999
Genre	Platform
Players	1 Player

40 Winks is a 3D action-platform game in which Ruff and Tumble, two children, must battle ghosts, goblins and other monsters in their dream-world. They must try to capture 40 winks scattered around the world in order to stop an evil old.

A nearly-complete version was developed for the Nintendo 64, and even reviewed in Nintendo Magazine, but was cancelled.

4-4-2 Soccer

6.4



Developer	Arc Developments
Publisher	Virgin Interactive
Release date	(eu) August, 1997
Genre	Sports
Players	1-2 Players

4-4-2 Soccer is a simple soccer game. The game adheres to the theory that simplicity works best, as there are only three buttons to worry about while playing; one for kicking, one tackling and a speedup button. The single-player fkogame may be seen as rather easy though, thanks to the sprint button, which enables the player to round the goalkeeper most of the time.

EU Rarity: 4

5 Star Racing

7.5

Developer	Kung Fu
Publisher	Phoenix Games
Release date	(eu) November 15, 2003
Genre	Racing
Players	1-2 Players

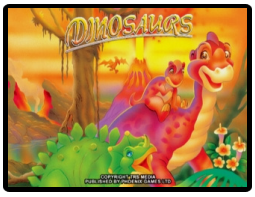
5 Star Racing was released late in the life span of the playstation and is one of the last racing game released for the system.

The game has over 10 different tracks with 10 different cars in 5 game modes: Rally Rider, Super Car Chase, Muscle Machines, Speed Duel and Custom Car Derby. In each game mode there are 3 different cars, different camera angles and 2 different tracks.

EU Rarity: 3

Dinosaurs

4.5



Developer	The Code Monkeys
Publisher	Phoenix Games
Release date	(eu) March 28, 2003
Genre	Puzzle
Players	1 Player

Dinosaurs is a puzzle game by The Code Monkeys that include: a cartoon film, jigsaw puzzles, and a colouring game.

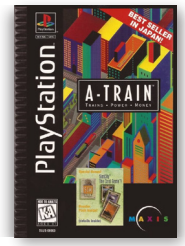
The story of the cartoon film revolves around a baby dinosaur that get lost when a volcano erupt. Now he has to find his family again.

Rarity: 2

5.3

US Rarity: 5
EU Rarity: 3

A-Train

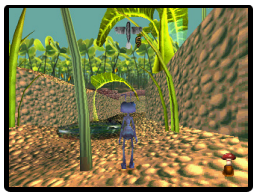


Developer	Artdink
Publisher	Maxis
Release date	(us) February, 1996 (eu) November, 1996
Genre	Strategy
Players	1 Player

A-Train, known as A-Train III in Japan, is the third game in the A-Train series. Originally released in December 1990 for the NEC PC-9801, FM Towns Marty, Sharp X68000 and TurboGrafx-16.

The game places players in command of a railway company with no rival companies.

6.3



US Rarity: 1
EU Rarity: 2

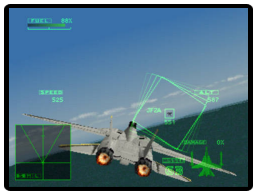
A Bug's Life

Developer	Traveller's Tales
Publisher	Sony Computer Entertainment
Release date	(us) November 18, 1998 (eu) February, 1999
Genre	Platform
Players	1 Player

A Bug's Life is based on the Disney·Pixar film of the same name. Though the film was Roddy McDowall's final theatrical performance, the game was his final work before his death.

A Bug's Life is a platform game with different goals in each of 15 levels. Most of the goals deal with getting the main character, Flik, to do events that match the storyline of the movie.

8.0



US Rarity: 4
EU Rarity: 2

Ace Combat 2

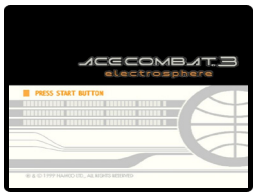
Developer	Namco
Publisher	Namco
Release date	(us) July 31, 1997 (eu) October, 1997
Genre	Shooter
Players	1 Player

Ace Combat 2 is a semi-realistic combat flight simulation game. The game is the company's second console offering in the Ace Combat series and continues the arcade style gameplay of the first game Air Combat, with major improvements.

The player character is a member of the mercenary pro fighter squadron named "Scarface" and has been selected to take part in current affairs (of that time).

Ace Combat 3: Electrosphere

8.1



Developer	Namco
Publisher	Namco
Release date	(us) March 2, 2000 (eu) January 21, 2000
Genre	Shooter
Players	1 Player

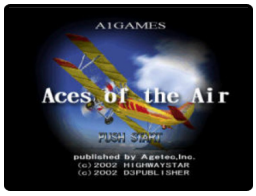
Ace Combat 3: Electrosphere is the third installment in the Ace Combat series of console flight-simulation games, Electrosphere takes off the contemporary setting of the first two games into a story set in the mid-21st century, involving a war between multi-national corporations.

The game has 23 playable aircraft spread out across four factions.

US Rarity: 4
EU Rarity: 2

Aces of the Air

4.9



Developer	Highway Star
Publisher	Agetec
Release date	(us) September 26, 2002
Genre	Shooter
Players	1 Player

Aces of the Air attempts to simulate combat aviation using planes from around the World War II era.

Missions involve destroying enemy aircraft and bases on the ground. Completed missions will earn the player a new plane to add to their hangar. Each plane has their own ratings in acceleration, max speed, turnability, durability, and gun equipment.

"mobygames.com"

US Rarity: 4

Action Bass

5.4

Developer	Vinghetun Systems
Publisher	Take Two Interactive
Release date	(us) July 14, 2000 (eu) September 29, 2000
Genre	Sports
Players	1 Player

Action Bass is an arcade-type fishing game that emphasizes the action of trying to catch a big fish, and the struggle of reeling it in without it getting away. The game features two game modes, Challenge and Free mode.

The player gets to keep their 5 biggest catches alive in their aquarium.

"mobygames.com"

US Rarity: 1
EU Rarity: 1

6.2

EU Rarity: 2

Action Man: Destruction X

Developer	Blitz Games
Publisher	3DO
Release date	(eu) November, 2000
Genre	Action
Players	1 Player

In Action Man: Destruction X, the mad criminal Dr. X is up to his old tricks again. This time he has hatched a geo-strategic plan to steal valuable scientific secrets and take over the world.

The player seek out Dr. X through three different cities around the world. Using a variety of vehicles in a combination of race, chase and rescue missions.

6.0

US Rarity: 3
EU Rarity: 1

Action Man: Operation Extreme

Developer	Blitz Games
Publisher	Hasbro Interactive
Release date	(us) November 8, 2000 (eu) June 25, 2000
Genre	Action
Players	1 Player

Action Man: Operation Extreme, known as Action Man: Mission Xtreme in Europe, has Action Man up to stop Dr X from taking over the world using an army of Skullbots.

The game has two distinct types of levels - Action levels where the hero is on foot from a third-person view and Vehicle levels where various high speed cars, planes and boats are drivable from an isometric view.

6.6

US Rarity: 1
EU Rarity: 3

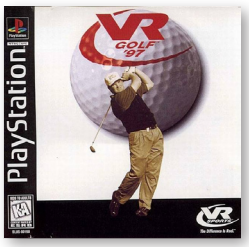
Actua Golf

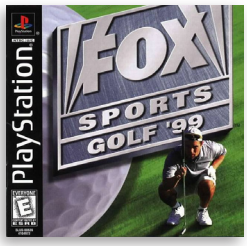
Developer	Gremlin Interactive
Publisher	VR Sports, (eu) Gremlin Interactive
Release date	(us) October 31, 1996 (eu) October, 1996
Genre	Sports
Players	1-4 Players

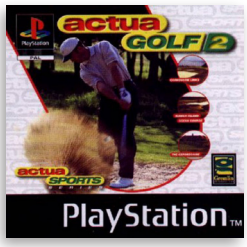
Actua Golf, known as VR Golf '97 in North America, is a part of the Actua Sports series.

The game has amateur and professional modes to play, with up to four players at the same time.

Actua Golf spawned 2 sequels, Actua Golf 2 and Actua Golf 3.







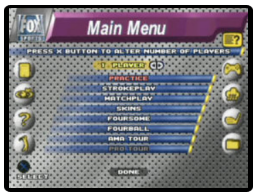
Actua Golf 2

9.0

Developer	Gremlin Interactive
Publisher	Fox Interactive, (eu) Gremlin Interactive
Release date	(us) June 30, 1998 (eu) September, 1997
Genre	Sports
Players	1-4 Players

Actua Golf 2, known as Fox Sports Golf '99 in North America, is part of the Actua Sports series and is the sequel to Actua Golf.

The game is a amateur golf sim featuring no PGA endorsed courses or players. The game uses the standard golf gameplay mechanics, with three types of swings, a two or three click swing bar system, and the "Fox Sports Swing".



US Rarity: 3
EU Rarity: 1

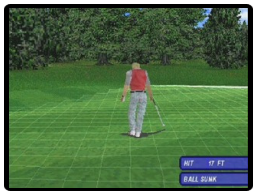
Actua Golf 3

6.3

Developer	Gremlin Interactive
Publisher	Gremlin Interactive
Release date	(eu) 1999
Genre	Sports
Players	1-4 Players

Actua Golf 3 features eight courses. The player can also completely customize his own character. From there, the player start with amateur tournaments until the handicap is removed. Then participate in the pro tournaments.

The game features commentary by Peter Alliss and Alex Hay.



EU Rarity: 1

Actua Ice Hockey

4.5

Developer	Gremlin Interactive
Publisher	Gremlin Interactive
Release date	(eu) February, 1998
Genre	Sports
Players	1-4 Players

Actua Ice Hockey is an official licensed product of the 1998 Olympic Winter Games. The player can choose from any of the leading teams and attempt to lead them to glory, starting from the qualifiers, with friendly matches or practice matches.

Players are motion-captured, and the action can be viewed from multiple camera angles. Paul Ferguson provides a running commentary, and full replays are provided.

EU Rarity: 3

4.0

EU Rarity: 3

Actua Ice Hockey 2

Developer	Gremlin Interactive
Publisher	Gremlin Interactive
Release date	(us) February, 1998
Genre	Sports
Players	1-2 Players

Actua Ice Hockey 2 is the follow-up of the official game of the Nagano 1998 Winter Olympics ice hockey tournament, Actua Ice Hockey. Focused on a fictional North American league, with GHL (Gremlin Hockey League) club teams, the game enhances the graphics and gameplay of the previous version. While the game is unlicensed, all teams were inspired by their real NHL counterparts, from team logos to player names.

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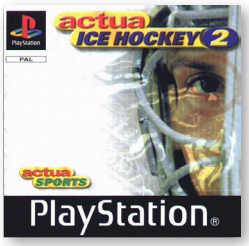


5.3

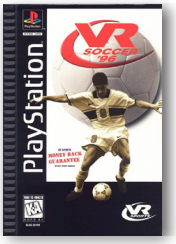
US Rarity: 4
EU Rarity: 1

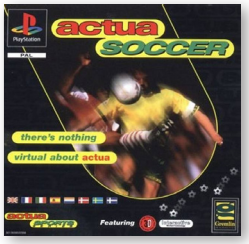
Actua Soccer

Developer	Gremlin Interactive
Publisher	Gremlin Interactive, (ARG) Edusoft
Release date	(us) October 31, 1996 (eu) Mars, 1996
Genre	Sports
Players	1-2 Players

Actua Soccer, known as VR Soccer '96 in North America, was one of the first soccer games to use full 3D graphics.

The series comprises four titles released from 1995 to 1999, not including the official video game of the Euro 96 tournament, which was also published by Gremlin and based on the Actua Soccer game engine. Barry Davies provided in-game commentary for all games in the series.





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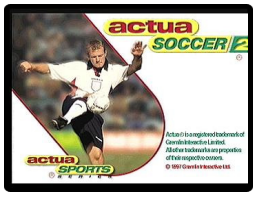


EU Rarity: 1

Actua Soccer 2

Developer	Gremlin Interactive
Publisher	Gremlin Interactive
Release date	(eu) November, 1997
Genre	Sports
Players	1-4 Players

Actua Soccer 2 or sometimes Actua Soccer 98 due to its capitalization on the 1998 FIFA World Cup was one of the many football titles released to capitalize on the 1998 World Cup, and once again included national teams, but a more polished engine.

Michael Owen and Simon Tracey provided motion capture for the players.

Actua Soccer 3

6.6

Developer	Gremlin Interactive
Publisher	Gremlin Interactive
Release date	(eu) December, 1998
Genre	Sports
Players	1-8 Players

The last of the series, Actua Soccer 3 arrived in late 1998. For the first time, both club and national teams were present, plus other teams (such as Arsenal LFC) and various joke teams. While its predecessor had been criticized for the absence of club teams, Actua Soccer 3 featured a total of 25 leagues with 450 national and international teams, more than any game of the time except the earlier Sensible World of Soccer.

EU Rarity: 2

Actua Soccer: Club Edition

6.0

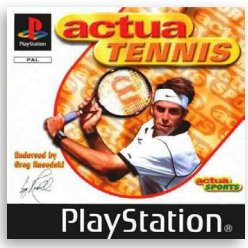
Developer	Gremlin Interactive
Publisher	Gremlin Interactive
Release date	(eu) May, 1997
Genre	Sports
Players	1-2 Players

Actua soccer: Club Edition was a follow up version of the first Actura Soccer, using 20 players from the 20 Premier League teams from 1996/97.

The Actua Soccer match engine was used to display matches in Premier Manager 64.

EU Rarity: 3

Actua Tennis



4.0

Developer	Gremlin Interactive
Publisher	Gremlin Interactive
Release date	(eu) 1998
Genre	Sports
Players	1-4 Players

Actua Tennis features the Actua Sports concept of a fully 3D environment with multiple camera views for both the action and the replays, and motion captured player actions.

The former Australian tennis player Pat Cash provides the commentary.

EU Rarity: 2

6.0

EU Rarity: 3

Adiboo & Paziral's Secret

Developer Coktel Vision
Publisher Vivendi Games
Release date (eu) October 24, 2003
Genre Platformer
Players 1 Player

Adiboo & Paziral's Secret is a 3D action adventure game with 12 levels. Players will take control of Adiboo and help rescue the citizens of peaceful Tonies Island from the threat of mysterious island. The mysterious island has a leader named Paziral. To unveil his secret player must come across five levels: volcano, lagoon, forest, temple, and metal island. The game is divided into platform, racing, and arcade stages.

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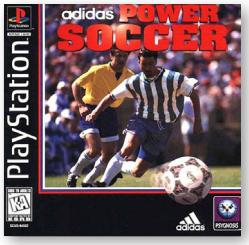
6.2

US Rarity: 4
EU Rarity: 2

Adidas Power Soccer

Developer Psygnosis
Publisher Psygnosis
Release date (us) August 31, 1996
(eu) Juny, 1996
Genre Sports
Players 1 Player

While it has the option to play in simulation mode, the game is best remembered for the Arcade mode and the trademark move of the game - the Predator Shot (named after the most popular brand of boots manufactured by the German company). In this mode, all special moves are unlocked, and some of them allow to go way beyond what rules allow.



5.0

EU Rarity: 2

Adidas Power Soccer 2

Developer Shen
Publisher Psygnosis
Release date (eu) 1998
Genre Sports
Players 1-4 Players

Adidas Power Soccer 2 is the second main game in the Psygnosis series and was made by a different development studio. Continuing the 3D gameplay from the first game, this title adds updated player and team databases for the 1997-1998 season, a new arcade mode where players can perform special moves, commentary by ITV's Brian Moore (UK), Yves Lecoq (France) and RTL's Marcel Reif (Germany), and eight new stadia fully rendered in 3D.

"mobygames.com"

Adidas Power Soccer International 97

Developer Psygnosis
Publisher Psygnosis
Release date (eu) April, 1997
Genre Sports
Players 1-2 Players

The game is a sequel to the early PlayStation bestseller adidas Power Soccer, and expands on the number of available leagues, from 3 to 5, with Spain and Italy adding to the English, French and German leagues, and a "Top 20" division with top European Clubs, as well as 56 national teams. The usual game modes and options in the genre make a presence here, being possible to play cups, tournaments or leagues.

"mobygames.com"

5.7

EU Rarity: 1

Adidas Power Soccer 98

Developer Shen
Publisher Psygnosis
Release date (us) Juny 30, 1998
(eu) May, 1998
Genre Sports
Players 1-2 Player

Adidas Power Soccer 98 is the fourth and final title in the Psygnosis series. Offering the classic mix of arcade and simulated gameplay from the previous games, this edition updates the game with twelve different types of tournaments and cups, eleven international leagues, 120 national teams and about 30 different stadia to play in.

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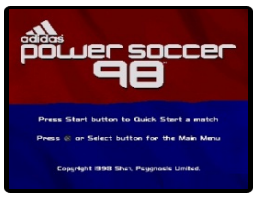
6.5



US Rarity: 4
EU Rarity: 3

The Adventures of Lomax

Developer Psygnosis
Publisher Psygnosis
Release date (us) October 31, 1996
(eu) November, 1996
Genre 2D Platformer
Players 1 Player

The Adventures of Lomax, known in Europe as simply Lomax, is a spin-off video game of the Lemmings series. The player takes the role of Lomax, a lemming character that has to save his friends and animals from an evil doctor.

As Lomax, the player must navigate through four main worlds with three levels each, in a side-scrolling platform game.

6.6

US Rarity: 6
EU Rarity: 4

5.4

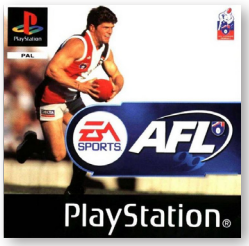
EU Rarity: 2

AFL 99

Developer EA Sports
Publisher EA Sports
Release date (eu) Juny, 1999
Genre Sports
Players 1-2 Player

AFL 99 are Australian rules football game and based on the 1998 season where the user may choose to play as any of the 16 teams.

• The commentary is provided by Bruce McAvaney and Leigh Matthews.



6.7

EU Rarity: 3

Agent Armstrong

Developer King of the Jungle
Publisher Virgin Interactive
Release date (eu) September 18, 1997
Genre Action platformer
Players 1 Player

Agent Armstrong is a 3D side-scrolling single-player-shooter. Set in 1930, Armstrong must battle across 4 continents and deep underwater as the Syndicate attempt to control the world. Whilst the game is predominantly side-scrolling there are many sequences and areas where the action is free form.

The game is quite violent despite having an ELSPA 3+ age rating.

5.9

US Rarity: 3
EU Rarity: 4

Agile Warrior F-111X

Developer Black Ops Entertainment
Publisher Virgin Interactive
Release date (us) November 21, 1995
(eu) January 13, 1996
Genre Shooter
Players 1-2 Players

In Agile Warrior: F-111X the player pilots a new warplane to solve international conflicts and new dangers due to terrorist attacks in about six missions. To be successful he needs to utilize all of the aircraft's features, e.g. rockets, a radar which uncovers nearby enemies or the ability to cloak. The latter is important during the stealth missions in which the player needs to avoid hostile radars.

Air Combat

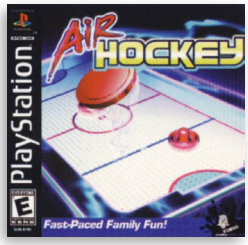
7.1

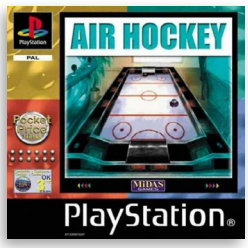
Developer	Namco, Arsys Software
Publisher	Namco
Release date	(us) June 29, 1995 (eu) October, 1995
Genre	Shooter
Players	1-2 Players

Air Combat, also known as Ace Combat for the Japanese PlayStation versions, is a semi-realistic flight-sim action game.

Similar to Ridge Racer, this game was the predecessor of the PlayStation series; all subsequent games would adopt the Ace Combat name. The game mainly involves dog fighting and has three levels of play; Cadet, Captain and Ace.

US Rarity: 2
EU Rarity: 2





Air Hockey

3.3

Developer	Mud Duck Productions
Publisher	Mud Duck, (eu) Midas Interactive Entertainment
Release date	(us) September, 2003 (eu) 2001
Genre	Sports
Players	1-2 Players

Air Hockey is a budget air hockey game for the PlayStation.

There are four characters available to either play as or to face off against. The aim is to have a higher score than the opponent when the timer hits zero.

The only two gameplay options are 1 player versus the computer or 2 players versus each other.

"mobygames.com"

US Rarity: 1
EU Rarity: 2

Aironauts

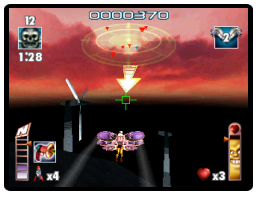
6.2

Developer	Red Lemon Studios
Publisher	Red Storm Entertainment
Release date	(eu) August, 1999
Genre	Action
Players	1-2 Players

Aironauts is a flying aerobatic stunt action game for up to two players, set in a dystopian future society where prisoners are pitted against one another in arena battles to the death.

Players choose from 8 characters, each with distinct weapons and looks, and take to the skies in a battle to the death for the viewing public on "SKP-TV".

"mobygames.com"



EU Rarity: 3

6.9

US Rarity: 2
EU Rarity: 2

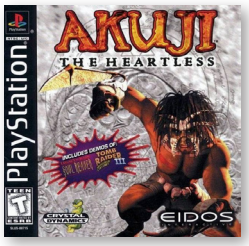
Akuji the Heartless

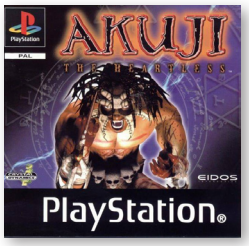
Developer Crystal Dynamics
Publisher Eidos Interactive
Release date (us) December 31, 1998
(eu) February, 1999
Genre Action
Players 1 Player

Akuji the Heartless is an action-adventure video game released exclusively for the PlayStation

It uses a modified engine from Crystal Dynamics's other video game called Gex: Enter the Gecko.

The game received mixed reviews from critics upon its release.





7.3

EU Rarity: 2

Alex Ferguson's Player Manager 2001

Developer Anco
Publisher (uk) The 3DO Company, (DE/FR) Ubisoft
Release date (eu) November 24, 2000
Genre Strategy
Players 1 Player

Alex Ferguson's Player Manager 2001, known as Guy Roux Manager 2001 in France and DSF Fussball Manager 2001 in Germany, is a tactical football management game.

In the game, the player become the manager of a team in the English, French or Belgian league, with different subdivisions, starting in 2001. The job includes setting out strategies, planning training sessions and keeping an eye on the players.

6.1

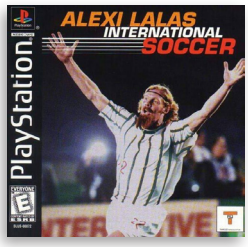
EU Rarity: 3

Alex Ferguson's Player Manager 2002

Developer Anco
Publisher Ubisoft
Release date (eu) May 17, 2002
Genre Strategy
Players 1 Player

Alex Ferguson's Player Manager 2002, known in Germany as DSS Fussball Manager 2002.

The game has over 3500 players,and a 3D match view, to see how the players are performing.



Alexi Lalas International Soccer

6.2

Developer	Z-Axis
Publisher	BMG Interactive, Take-Two Interactive
Release date	(us) April 30, 1999 (eu) April, 1998
Genre	Sports
Players	1-2 Players

Alexi Lalas International Soccer was also known as Bomba:98, Golden Goal 98, Mundial:98 and Three Lions, depending on the region it was published.

The game was the official video game of the English Football Association.

US Rarity: 3

Alfred Chicken

6.0

Developer	Mobius Entertainment
Publisher	SCEE
Release date	(eu) April 12, 2002
Genre	Genre
Players	1 Player

Alfred Chicken was originally released for the Amiga, Amiga CD32, Nintendo Entertainment System and Game Boy in 1993. The game for the PlayStation features 2.5D action and is a brand-new game rather than a port. However, the basic gameplay is the same - the player has to guide Alfred through action-packed platform levels and snatch up as many gems as he can along the way.

EU Rarity: 3

Alien: Resurrection

6.8

Developer	Argonaut Games
Publisher	Fox Interactive
Release date	(us) October 10, 2000 (eu) December 1, 2000
Genre	Shooter
Players	1 Player

Alien: Resurrection is a first-person shooter survival horror video game based on the 1997 film of the same name.

The game originally started as a third person survival horror game similar to the original Resident Evil game. However, this game was scrapped and Argounaut Games restarted development from scratch as a first person shooter.

US Rarity: 3
EU Rarity: 2

6.7

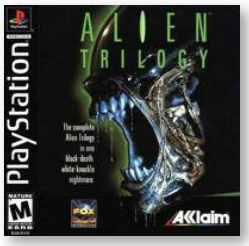
US Rarity: 1
EU Rarity: 1

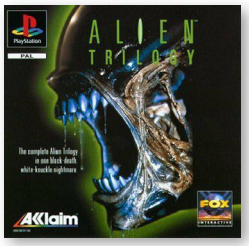
Alien Trilogy

Developer Probe Entertainment
Publisher Acclaim Entertainment
Release date (us) February, 1996
(eu) March, 1996
Genre Shooter
Players 1 Player

Alien Trilogy is a first-person shooter video game based on the first three movies in the Alien film series.

Alien Trilogy takes many elements from Alien film series, such as face huggers, chest bursters, dog aliens, adult aliens, and Queen aliens. The video game consists of 30 levels and 3 Queen alien bosses. This video game is single player only and has several weapons to choose from.





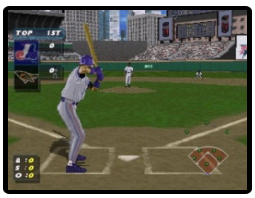
8.6

US Rarity: 4

All-Star 1997 featuring Frank Thomas

Developer Acclaim Entertainment
Publisher Acclaim Entertainment
Release date (us) Juny 30, 1997
Genre Sports
Players 1-2 Players

This baseball game is the follow up to Frank Thomas Big Hurt Baseball. It features an Exhibition, Season, Playoff, All-Star, Batting Practice, and Home Run Derby modes. It also features all the 28 MLB teams plus the Tampa Bay and Arizona squads, the 2 new expansion teams of that era. The game includes the real players, stats, stadiums, and logos of each team.



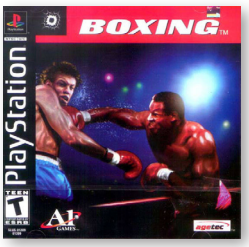
4.0

US Rarity: 1
EU Rarity: 2

All Star Boxing

Developer Midas Interactive
Publisher Midas Interactive
Release date (us) May 14, 2001
(eu) April 25, 2003
Genre Sports
Players 1-2 Players

Boxing is a relatively simple budget boxing game. The game offers an arcade-style boxing experience with ten colorful characters to choose from. Three modes are available: Ranking Mode, which has the player fighting to become the top ranked boxer in the world; Scout Mode, and Battle Mode, where two players can fight an exhibition match against each other.



All-Star Racing

Developer	Mud Duck Productions
Publisher	Mud Duck Productions
Release date	(us) October 6, 2002 (eu) October 6, 2002
Genre	Racing
Players	1 Player

All Star Racing is a racing game featuring four game modes: Supercar Challenge, Classic Cars, Stockcar Frenzy, and GT Racer.

The game features 12 vehicles such as the Pina 238 and Manelli 748. There are also 12 tracks to race on which include Garrett Hills, Forest Valley, and Murran Ridge. Each game mode itself features its own set of 3 vehicles and 3 tracks to choose from, which makes up the main difference between all the game modes.

3.4

US Rarity: 1
EU Rarity: 3

All-Star Racing 2

Developer	Mud Duck Productions
Publisher	Mud Duck Productions
Release date	(us) April 24, 2003
Genre	Racing
Players	1 Player

All-Star Racing 2 is the next installment of All Star Racing. The game features 4 different game modes with each mode featuring a different vehicle type to race. There is a Bike mode featuring superbikes, a Kart mode featuring kart racing, GP mode featuring open wheeled Grand Prix cars, and a Truck mode featuring tractor-trailer trucks to race. Each mode features 5 different tracks to race on. Each race has the player trying to beat 5 other racers to achieve 1st place.

4.3

US Rarity: 1
EU Rarity: 2

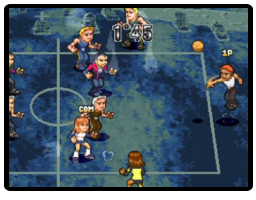
All-Star Slammin' D-ball

Developer	Access
Publisher	Agetec, (eu) Midas Interactive Entertainment
Release date	(us) October, 2001 (eu) May 2, 2003
Genre	Sports
Players	1-2 Players

All-Star Slammin` D-ball is an arcade-style simulation of the famous P. E. game Dodgeball. Two teams face off; 4 players on each side in the infield, and another 3 from each team surround the field.

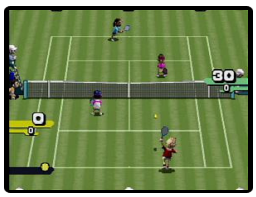
The game includes a single game mode, either single-player, or two-player, as well as a tournament mode.

3.3



US Rarity: 2

4.8



US Rarity: 1
EU Rarity: 3

All Star Tennis

Developer Nekogumi
Publisher Agetec Inc., (eu) Midas Interactive
Release date (eu) April 25, 2003
Genre Sports
Players 1-4 Players

All Star Tennis, known as Tennis in North America, is a budget sport game, appearing in the form of a simple, cartoon-style bat 'n ball romp.

The game has the usual game options and modes found in Playstation Tennis games, where one can play through both singles and doubles matches, with varying gameplay.

4.0

EU Rarity: 2

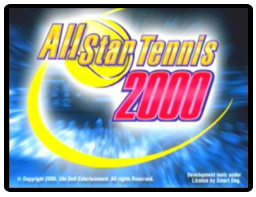
All Star Tennis '99

Developer Smart Dog
Publisher Ubisoft
Release date (eu) August 31, 1999
Genre Sports
Players 1-2 Players

All Star Tennis '99 is a simulation tennis game released for the Nintendo 64, PlayStation, and Game Boy Color.

The featured player on the cover is Michael Chang while in the French version the featured player is Yannick Noah who, has his name above the title as Yannick Noah All Star Tennis '99.

3.5



EU Rarity: 3

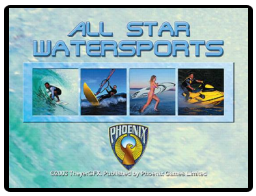
All-Star Tennis 2

Developer Aqua Pacific Ltd.
Publisher Ubisoft
Release date (us) August 18, 2000
Genre Sports
Players 1-4 Players

All Star Tennis 2, also known as All Star Tennis 2000, is a 3D Tennis simulation game. The game features Exhibition, Season and Tournament play. There are 10 different tournaments in which the player can compete on eight different courts from all over the world. Seven actual tennis players have been digitalized and included with the game. Each of them has their own strengths and weaknesses.

All Star Watersports

1.5



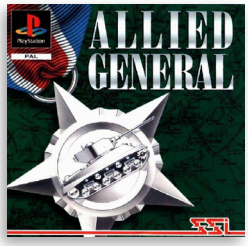
EU Rarity: 3

Developer Phoenix Games
Publisher Phoenix Games
Release date (eu) Mars 14, 2003
Genre Sports
Players 1-2 Players

A budget title from Phoenix Games. All Star Watersports lets the player 'Ride-the-barrel' with a surfboard, bodyboard, windsurfer or jet watercraft and carve up some surfing beaches along the coast.

The player can compete in contests including: 'Beach Competition', 'Big Air Contests' and 'Extreme Trick'.

Allied General



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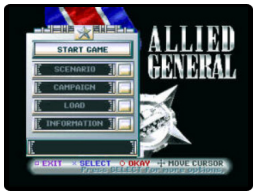


US Rarity: 3
EU Rarity: 3

Developer SSI
Publisher SSI
Release date (us) September 30, 1996
(eu) July 1, 1997
Genre Strategy
Players 1-2 Players

Allied General is a turn-based strategy video game set in World War II that features the Allied side of operations. Players can progress through four campaigns as an Allied general against Axis forces controlled by the computer.

In Germany, Allied General was titled Panzer General II, and Panzer General II was named Panzer General IIID.

Alone in the Dark: One-Eyed Jack's Revenge

6.1

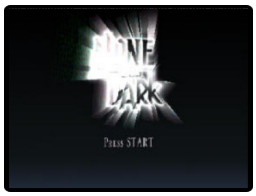
US Rarity: 5
EU Rarity: 3

Developer Infogrames
Publisher Interplay
Release date (us) August 22, 1996
(eu) May 3, 1996
Genre Survival horror
Players 1 Player

Alone in the Dark: One-Eyed Jack's Revenge, known as Alone in the Dark: Jack is Back in Europe, is the sequel to 1992's survival horror video game Alone in the Dark.

Like its predecessor, the game uses hybrid 2D-3D graphics.

7.1



US Rarity: 3
EU Rarity: 1

Alone in the Dark: The New Nightmare

Developer	Infogrames
Publisher	Darkworks SA
Release date	(us) Juny 18, 2001
	(eu) May 18, 2001
Genre	Survival horror
Players	1 Player

Alone in the Dark: The New Nightmare, alternatively known as Alone in the Dark 4, is the fourth installment of the survival horror video game series Alone in the Dark.

For the first time in the series, the game was based on console development and released as a multiplatform title.

8.0

US Rarity: 3
EU Rarity: 2

Alundra

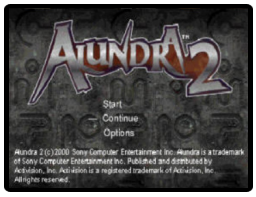
Developer	Matrix Software
Publisher	Working Designs
Release date	(us) December 31, 1997
	(eu) June 5, 1998
Genre	Role-playing Games
Players	1 Player

Alundra, released in Europe as The Adventures of Alundra, is an action-adventure video game released for the PlayStation.

Alundra is considered a spiritual sequel to Climax Entertainment's Landstalker on the Sega Genesis / Mega Drive.

The game won great critical acclaim for its well-written story, smooth game mechanics, and challenging gameplay.

6.7

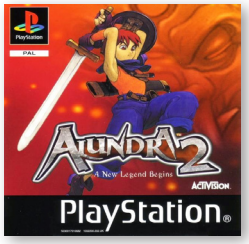


US Rarity: 3
EU Rarity: 3

Alundra 2

Developer	Contrail
Publisher	Activision
Release date	(us) February 29, 2000
	(eu) June, 2000
Genre	Role-playing Games
Players	1 Player

Alundra 2: A New Legend Begins is an action role-playing game. Unlike its predecessor, Alundra, Alundra 2 features a 3D look which opens up a new world of puzzles. Also, despite its title, Alundra 2 has no ties with the original. It has a whole new story with a different set of characters, including the main character, Flint.



The Amazing Virtual Sea-Monkeys

4.6

Developer	Creature Labs
Publisher	Kemco
Release date	(us) 2002
	(eu) Juny 19, 2002
Genre	Strategy
Players	1 Player

The player controls Nautila, a “babelfish” which is used to indirectly influence the environment within a huge water tank. Nautila has to suck up dangerous fish, clear rocks, supply food etc. for brine shrimps resembling the Sea Monkeys brand.

The game features 70 levels in total, with increasingly difficult objectives.

“mobygames.com”

US Rarity: 2
EU Rarity: 3

American Pool

5.3

Developer	Midas Interactive
Publisher	Midas Interactive
Release date	(us) May 6, 2003
	(eu) August 8, 2003
Genre	Sports
Players	1-2 Players

American Pool is a pool game featuring a Training mode, a Pocket Game mode, and a Pool Contest mode.

The Pool Contest mode lets the player create a character with their own name, gender, age, and face avatar, and compete in a 32 player tournament of 9-Ball.

US Rarity: 2
EU Rarity: 4

Amerzone: The Explorer’s Legacy

7.0

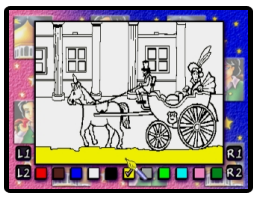
Developer	Microids
Publisher	Microids
Release date	(eu) December 13, 1999
Genre	Adventure
Players	1 Player

Amerzone was designed by Benoît Sokal and developed by Microïds, who later developed the critically acclaimed Syberia and its sequel Syberia II. These games contain references to Amerzone and take place in the same fictional universe.

The player takes the role of a journalist on a quest to help save a rare species of magical birds.

EU Rarity: 2

3.0



EU Rarity: 2

Anastasia

Developer The Code Monkeys
Publisher Midas Interactive
Release date (eu) Mars 12, 2001
Genre Puzzle
Players 1 Player

The plot revolves around a princess of the Russian royal family. Anastasia's life is changes forever when the traitor, Rasputin, takes her father's throne. Her memory lost, Anastasia must flee the palace with Alexander, a young soldier.

As well as a half-hour cartoon video, Anastasia features an easy-to-use virtual colouring book and a puzzle game.

7.2

US Rarity: 3
EU Rarity: 3

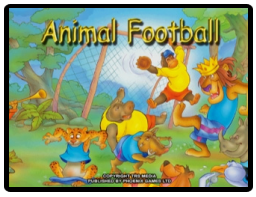
Andretti Racing

Developer Stormfront Studios
Publisher Electronic Arts
Release date (us) November 30, 1996
(eu) October, 1996
Genre Racing
Players 1-4 Players

Andretti Racing is an arcade racer, where the player take control of either NASCAR or Indy cars and cruise around 16 tracks. There are 3 views available to drive from. As well as individual races, one can play a full career. Outside factors such as pit-crew mistakes and mechanical failures can affect the races.

Derek Daly and Bob Jenkins provide a running commentary.

6.0



EU Rarity: 3

Animal Football

Developer The Code Monkeys
Publisher Phoenix Games
Release date (eu) July 26, 2003
Genre Puzzle
Players 1 Player

The absurd plot of this game revolves around a soccer match between dogs and cats.

Animal Football includes a cartoon film, jigsaw puzzles and colouring game.

Animal Snap: Rescue Them 2 By 2

8.0

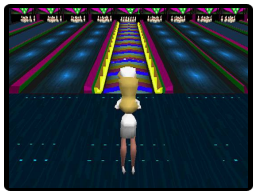
EU Rarity: 3

Developer	Ignition
Publisher	Ignition
Release date	(eu) September 19, 2003
Genre	Puzzle
Players	1 Player

Animal Snap is a children's title based on the Chinese tile game of mahjong. Players must clear stacks of tiles by matching pairs of letters, animals, food, or plants. Each game is timed, and the goal is to clear each of the ten levels within the limit. A record time is also presented in the bottom right corner of the screen.

Animaniacs: Ten Pin Alley

4.9

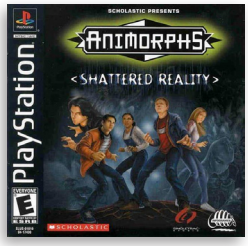


US Rarity: 4

Developer	Saffire
Publisher	ASC Games
Release date	(us) December 1, 1998 (eu)
Genre	Sports
Players	1-6 Players

Animaniacs: Ten Pin Alley is a bowling video, based on the 1996 video game Ten Pin Alley on the same system. The gameplay is basically the same: the player can choose from a selection of characters, this time from the Animaniacs cartoon, with varying statistics, or build a new character from the ground up. The character is then positioned facing the bowling lane and its pins.

Animorphs: Shattered Reality



4.6

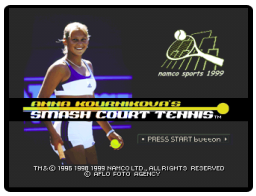
US Rarity: 3

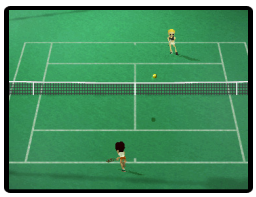
Developer	SingleTrac
Publisher	Infogrames
Release date	(us) September 6, 2000
Genre	Action
Players	1 Player

Animorphs: Shattered Reality is based upon the Scholastic book series Animorphs by K. A. Applegate.

Visser Three has obtained a machine that allows him to alter or destroy reality itself. Playing as four of the Animorphs, the player must collect pieces of the Continuum Crystal using their various animal morphs.

7.7





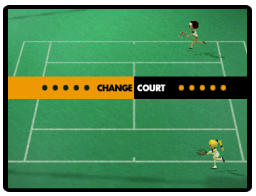
EU Rarity: 1

Anna Kournikova's Smash Court Tennis

Developer	Namco
Publisher	SCEE
Release date	(eu) Juny 1, 1999
Genre	Sports
Players	1-2 Players

Anna Kournikova's Smash Court Tennis, known in Japan as Smash Court 2, is the second title in Namco's Smash Court series of games.

The game features various modes such as a training mode, Street Tennis, and Smash Tennis, in which players fight against each other using explosive tennis balls.



8.2

US Rarity: 2
EU Rarity: 3

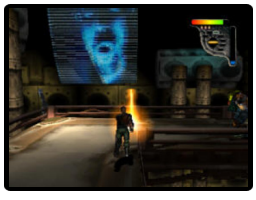
Ape Escape

Developer	SCEA
Publisher	SCEI
Release date	(us) May 31, 1999 (eu) July 2, 1999
Genre	Action
Players	1 Player

Ape Escape, known as Saru Get You in Japan, is the first in a series of video games made by Sony Computer Entertainment. The series often incorporates ape-related humour, unique gameplay, and a wide variety of pop culture references

The game is it is notable for being the first game to make the DualShock controller mandatory.

6.9



US Rarity: 1
EU Rarity: 1

Apocalypse

Developer	Neversoft
Publisher	Activision
Release date	(us) October 31, 1998 (eu) November, 1998
Genre	Action
Players	1 Player

Apocalypse is notable for featuring actor Bruce Willis, who provides the main character's likeness and voice, as well as being the first original game by Neversoft, prior to launching their blockbuster Tony Hawk franchise.

The Apocalypse game engine was reworked for use on Neversoft's next title, the seminal Tony Hawk's Pro Skater.

Aqua GT

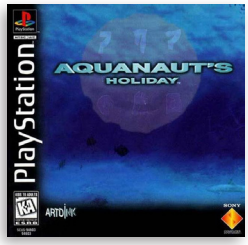
6.3

Developer	East Point Software
Publisher	Take 2 Interactive
Release date	(eu) January 26, 2001
Genre	Racing
Players	1-2 Players

Aqua GT is powerboat racing game. It features three modes: Championship, Arcade and Two-player.

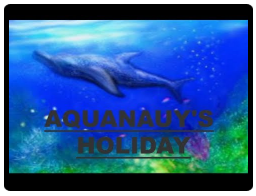
There are 5 boats to choose from, and the player can unlock another 15 while progressing through the game. All boat vary in speed, acceleration and handling. The tracks are set in canals of major cities, like London, Amsterdam and New York.

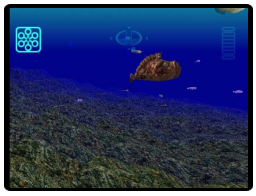
EU Rarity: 2



Aquanaut's Holiday

5.4





Developer	Artdink
Publisher	SCEE
Release date	(us) July 7, 1996 (eu) October, 1995
Genre	Simulation
Players	1 Player

Aquanaut's Holiday is an underwater simulation in which the player assumes the role of an overworked marine explorer who returns to the water for pleasure after having brought harmony to the world's oceans.

Aquanaut's Holiday was followed by a few Japan-exclusive sequels on various PlayStation consoles.

US Rarity: 2
EU Rarity: 3

Arc the Lad Collection

8.2

Developer	SCEI
Publisher	Working Designs
Release date	(us) April 18, 2002
Genre	Role-playing Games
Players	1-2 Players

Arc the Lad Collection is a compilation of the Arc the Lad RPGs for the PlayStation. The games were localized by Working Designs. Plans to localize the games had been fostered by Working Designs since the late 1990s, however it wasn't till the new millennium that the plans came to fruition.

The collection also features the documentary disc Making of Arc the Lad.

US Rarity: 2

7.3

US Rarity: 2
EU Rarity: 3

Arcade Party Pak

Developer Digital Eclipse Software
Publisher Midway Games
Release date (us) September 30, 1999
(eu) February 23, 2001
Genre Compilation
Players 1-2 Players

Arcade Party Pak is a PlayStation compilation of six Atari Games, Midway, and Williams arcade titles: 720°, Klax, Rampage, Smash TV, Super Sprint, and Toobin'. All games are presented in their original arcade formats (although Toobin' features a remixed soundtrack), and each game also contains behind-the-scenes videos with the developers of each game.

7.3

US Rarity: 3
EU Rarity: 3

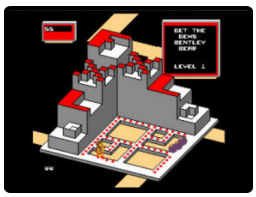
Arcade's Greatest Hits: The Atari Collection 1

Developer Digital Eclipse Software
Publisher Midway Games
Release date (us) December 31, 1996
(eu) December, 1997
Genre Compilation
Players 1-2 Players

Arcade's Greatest Hits: The Atari Collection 1 is a collection of Atari arcade games.

Most of these games fall into the action game category. The game include an FMV documentary on the "Golden Age of Atari".

7.6



US Rarity: 3
EU Rarity: 2

Arcade's Greatest Hits: The Atari Collection 2

Developer Digital Eclipse Software
Publisher Midway Games
Release date (us) April 5, 1998
(eu) April 17, 1998
Genre Compilation
Players 1-2 Players

Arcade's Greatest Hits: The Atari Collection 2 is a compilation of four Midway arcade games: Gauntlet, Marble Madness, Paperboy, and RoadBlasters. It also includes Crystal Castles and Millipede from Atari.

Arcade's Greatest Hits: Midway Collection 2

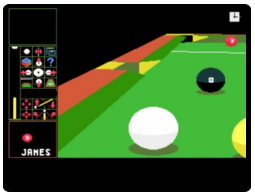
7.6

Developer	Digital Eclipse Software
Publisher	GT Interactive
Release date	(us) November 30, 1997 (eu) March, 1998
Genre	Compilation
Players	1-2 Players

This is an emulation-based compilation of seven classic arcade games: Joust 2: Survival of the Fittest, Blaster, Moon Patrol, Root Beer Tapper, Spy Hunter, and Burger Time.

The game is also supplemented with a trivia quiz and a gallery of pictures when the trivia game is won.

US Rarity: 3
EU Rarity: 3



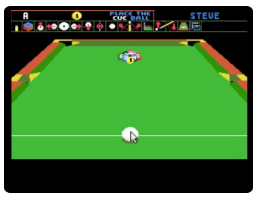
Archer Mclean's 3D Pool

4.0

Developer	Awesome Studios
Publisher	Ignition
Release date	(eu) October 17, 2003
Genre	Sports
Players	1-2 Players

Archer Mclean`s 3D Pool are based on the classic Commodore Amiga game. The playstation version features audio tracks and the same gameplay of the original.

This virtual pool game puts players up against 20 different computer adversaries in a three dimensional environment.



EU Rarity: 3

Area 51

6.2

Developer	Mesa Logic
Publisher	Midway Games
Release date	(us) November 26, 1996 (eu) May, 1997
Genre	Shooter
Players	1-2 Players

Area 51 was originally a light gun arcade game released by Atari Games in 1995 that takes its name from the Area 51 military facility. The Playstation port supports the Konami Justifier, but not the Namco GunCon.

It was re-released on the PlayStation in 2001 by Midway as part of their Midway Classics range.

US Rarity: 3
EU Rarity: 2

4.3

EU Rarity: 3

Ark of Time

Developer Trecision S.p.A
Publisher Project Two Interactive BV
Release date (eu) July, 1998
Genre Adventure
Players 1 Player

Ark of Time is a third-person point-and-click adventure game. The player character is the sports journalist Richard Kendall. In the summer of 1997, an expedition of four explorers have set out into the abysses of the Atlantic Ocean to find any traces of the mythical sunken city of Atlantis. When they suddenly stop communicating Richard is the one whose task it is to find them.

"mobygames.com"

7.6

US Rarity: 3
EU Rarity: 3

Armored Core

Developer From Software
Publisher SCEA, SCEE
Release date (us) October 31, 1997
(eu) June 1, 1998
Genre Shooter
Players 1-2 Players

Armored Core is a mecha video game, the first in the Armored Core series. It is an action game played from third person perspective.

The player has the role of a Raven mercenary, piloting a powerful Mech called "Armored Core".

7.7

US Rarity: 3

Armored Core: Master of Arena

Developer From Software
Publisher Agetec
Release date (us) February 29, 2000
Genre Shooter
Players 1-2 Players

Armored Core: Master of Arena is the last Armored Core game to appear on the original PlayStation.

Master of Arena took the Arena set up, which was an optional feature in Project Phantasma and made it integral to the game's plot. In addition to playing missions to advance the storyline Arena matches were also requisite to advance the plot.

Armored Core: Project Phantasma

7.4

Developer	From Software
Publisher	ASCII Entertainment
Release date	(us) September 30, 1998
Genre	Shooter
Players	1-2 Players

Armored Core: Project Phantasma storyline follows the original Armored Core.

Project Phantasma, in addition to Armored Core 2 is considered as being one of the most "personal" AC games. Despite its short length of its story (less than 30 missions, total) the game has some of the most defined characters in the normally detached Armored Core world.

US Rarity: 5

Armorines: Project S.W.A.R.M.

7.1

Developer	Acclaim Studios London
Publisher	Acclaim Entertainment
Release date	(us) 30 June 2000 (eu) November 30, 2001
Genre	Shooter
Players	1-2 Players

Armorines: Project S.W.A.R.M. is a futuristic first-person shooter game, based on the Armorines comic book from Valiant Comics, which was bought by Acclaim Entertainment.

A proposed sequel to Armorines was announced before the original reached retail stores, but was canceled when the first game sold below expectations.

US Rarity: 2
EU Rarity: 2

Army Men 3D

6.4

Developer	3DO
Publisher	3DO
Release date	(us) February 28, 1999 (eu) January, 2000
Genre	Action
Players	1-2 Player

Army Men 3D is a 3-dimensional remake of the original "Army Men" game. The 3D environment allowes the player to use all the weapons found in the original, but from a 3rd person perspective.

US Rarity: 1
EU Rarity: 1

6.6

US Rarity: 1
EU Rarity: 2

Army Men: Air Attack

Developer	3DO
Publisher	3DO
Release date	(us) October 13, 1999 (eu) March, 2003
Genre	Shooter
Players	1-2 Players

Army Men: Air Attack is the fourth game in the 3DO series. The game has the player pilot a chopper picking up any lost Army Men, or shoot down enemy helicopters and ground forces to allow the fellow troops to push forward.

This game was also known as Air Combat on the Nintendo 64.

6.8

US Rarity: 2
EU Rarity: 2

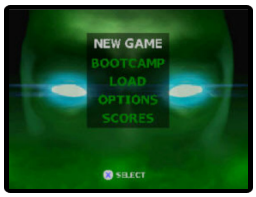
Army Men: Air Attack 2

Developer	3DO
Publisher	3DO
Release date	(us) September 26, 2000 (eu) November 24, 2000
Genre	Shooter
Players	1-2 Players

The sequel to Army Men: Air Attack, sometimes referred to as "Blade's Revenge", includes two new helicopters, the "King Cobra" and the "Osprey", in addition to the Chinook and Apache.

There is a new co-pilot named "Bombshell". In this game each co-pilot has a special secondary weapon which can only be used by that co-pilot.

4.9



US Rarity: 3
EU Rarity: 2

Army Men: Green Rogue

Developer	3DO
Publisher	3DO
Release date	(us) April 13, 2001 (eu) April 27, 2001
Genre	Action
Players	1-2 Players

Army Men: Green Rogue, sometimes referred to as 'Omega Soldier', is set during the time of "Sarge's Heroes". The Green Army creates a super soldier composed of DNA spliced from all the members of Bravo Company.

Unique to this game is the fact that all of Omega Soldier's weapons are made of metal instead of plastic.

Army Men: Operation Meltdown

6.2

Developer	3DO
Publisher	3DO
Release date	(us) February 29, 2000 (eu) 2000
Genre	Action
Players	1-2 Players

Army Men: Operation Meltdown, known as Army Men: World War in North America, is the first of the World War titles. This game focuses solely on combat in the "Plastic World", with most of the missions being based on World War II.

This is the only game in the series where vehicles can not be controlled by enemy forces.

US Rarity: 2
EU Rarity: 2

Army Men: Sarge's Heroes

6.5

Developer	3DO
Publisher	3DO
Release date	(us) January 31, 2000 (eu) 2000
Genre	Action
Players	1-2 Players

In Army Men: Sarge's Heroes, Sergeant Hawk must reassemble his squad of captured soldiers and stop General Plastro, who unveils his new "Super Weapons" that were taken from the "Big World" through portals that connect to the "Plastic World".

This is the first game in the series to appear on Nintendo 64 and Dreamcast.

US Rarity: 2
EU Rarity: 2

Army Men: Sarge's Heroes 2

7.0

Developer	3DO
Publisher	3DO
Release date	(us) November 21, 2000 (eu) November 24, 2000
Genre	Action
Players	1-2 Players

Army Men: Sarge's Heroes 2 is the sequel to Sarge's Heroes.

Sarge and the Green Army are again in war with the Tan Army. This time, General Plastro of the Tan Army has teamed up with members from the Blue side to wipe out the Green Army. Mission objectives vary from complete destruction of the other side to rescue missions.

US Rarity: 1
EU Rarity: 2

7.0

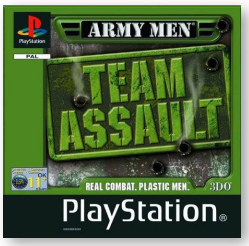
US Rarity: 2
EU Rarity: 2

Army Men: Team Assault

Developer 3DO
Publisher 3DO
Release date (us) November 21, 2000
(eu) November 24, 2000
Genre Action
Players 1-2 Players

Army Men World War: Team Assault was the last game released in the World War series and the last one released for the PlayStation.

The game contains 16 stages that feature different objectives such as blowing up a bridge or escaping from a P.O.W. camp.



6.9

US Rarity: 2
EU Rarity: 2

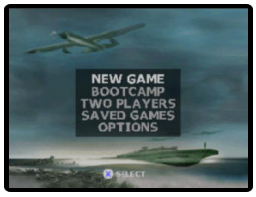
Army Men World War: Final Front

Developer 3DO
Publisher 3DO
Release date (us) February 27, 2001
(eu) March 30, 2001
Genre Action
Players 1-2 Players

Army Men: World War - Final Front, known as Army Men: Lock N load in Europe, features four fronts with three missions in each one. The game introduces submarine warfare to the World War titles.

The game has the Tan Army once again launching an unprovoked attack upon the Green Army, so the Green retaliate by attacking the Tan capital.

6.6



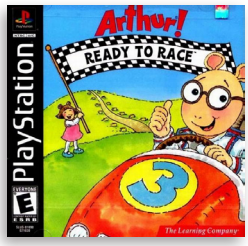
US Rarity: 2
EU Rarity: 1

Army Men: World War - Land, Sea, Air

Developer 3DO
Publisher 3DO
Release date (us) September 20, 2000
(eu) November 3, 2000
Genre Action
Players 1-2 Players

Army Men: World War - Land, Sea, Air, known as Army Men: Land, Sea, Air in Europe, is a sequel to Army Men: World War.

The game is made up of five operations with three missions in each one.



Arthur! Ready to Race

7.0

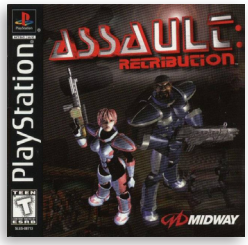
Developer	Mattel
Publisher	The Learning Company
Release date	(us) November 1, 2000
Genre	Edutainment, Racing
Players	1-4 Players

Arthur! Ready to Race is based on the TV show Arthur.

The story of the game has Arthur and his friends having to make the best race cart they can.

The gameplay is very easy for the young children. They can race alone or with friends, and they can solve problems that'll show up in the game.

US Rarity: 4



Assault: Retribution

6.1

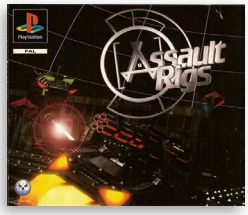
Developer	Candle Light Studios
Publisher	Midway, (eu) Telstar
Release date	(us) October 31, 1998 (eu) September, 1998
Genre	Action
Players	1-2 Players

Assault: Retribution is a 3D run and gun platform game. Its story takes place in the year 2198. Arcadia, a world far away from Earth, is under attack by aliens. As members of the Arcadia Defense Force, the player takes part in the fight against the invaders.

Multiplayer is possible in two-player co-op mode.

"mobygames.com"

US Rarity: 2
EU Rarity: 3



Assault Rigs

6.7

Developer	Psygnosis
Publisher	Psygnosis
Release date	(us) February 1, 1996 (eu) February, 1996
Genre	Action
Players	1-2 Players

Assault Rigs takes place in the future, where real sport has been overtaken in favour of virtual sport, the most popular of which is Assault Rigs, a tank simulator set inside a 3D virtual environment.

The goal of the single player game is to collect all of the gems in a level, while destroying or avoiding enemies.

US Rarity: 5
EU Rarity: 3

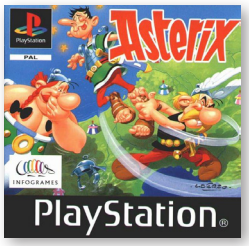
6.6

EU Rarity: 3

Asterix

Developer Sourcery
Publisher Infogames
Release date (eu) March, 1999
Genre Strategy
Players 1 Player

The Gallic War is a light-hearted action-strategy hybrid game featuring the popular Asterix comic book characters. The player stars as Asterix, Obelix and the rest of the Celtic Gaul army as they war with the Romans, led by Caesar, who have seized all but one territory from the Gaul Empire. After gathering an army, the player must capture lands. The game also has side-scrolling action sequence, and four mini-games.



3.3

EU Rarity: 2

Asterix & Obelix Take On Caesar

Developer Tek 5
Publisher Cryo
Release date (eu) Juny 1, 2000
Genre Action
Players 1-2 Player

Asterix and Obelix Take on Caesar is based on the film by Claude Zidi, which was in its turn adapted from the work and characters of René Goscinny and Albert Uderzo.

The player must run, jump and clout the Romans in the same scenes as the film, fight trap-door spiders in the circus arena, chase Roman soldiers under the orders of Caïus Bonus and set free the druid Getafix.

"mobygames.com"

6.0

EU Rarity: 2

Asterix: Mega Madness

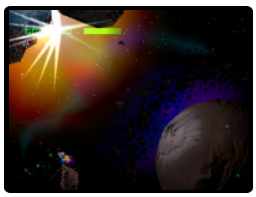
Developer Unique Development Studios
Publisher Infogrames
Release date (eu) Juny 29, 2001
Genre Party
Players 1-4 Players

Asterix: Mega Madness, known as Asterix: Maximum Gaudium in Germany, have four playable Gauls in the game: Obelix, Asterix, Mrs Geriatrix and Cacofonix. The Game features sporting events including catapult racing and an eating contest.

A PlayStation 2 version was planned with better graphics but was cancelled.

Asteroids

6.8



Developer	Activision
Publisher	Syrox Developments
Release date	(us) October 31, 1998 (eu) December, 1998
Genre	Action
Players	1-2 Players

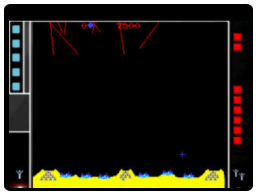
The game is a remake of the Atari coin-op game, Asteroids. Unlike Activision's earlier remake of an Atari arcade classic, Battlezone, this one stays close to its namesake.

There are three types of ships to choose from, each with different strengths and weaknesses. There are also three skill levels. If the player beat the game at Expert or higher, access to a fourth ship is gained. *"mobygames.com"*

US Rarity: 1
EU Rarity: 2

Atari Anniversary Edition Redux

6.8



Developer	Digital Eclipse Software
Publisher	Infogrames
Release date	(us) 2001 (eu) March 1, 2002
Genre	Compilation
Players	1-2 Players

Atari Anniversary Edition Redux is a collection of 12 of the classic Atari coin-op games; Asteroids, Asteroids Deluxe, Battlezone, Black Widow, Centipede, Gravitar, Missile Command, Pong, Space Duel, Super Breakout, Tempest, and Warlords.

Each game also has a toggle for an "enhanced" graphical mode, which varies from game to game.

US Rarity: 2
EU Rarity: 3

Atlantis: The Lost Empire

6.8

Developer	Eurocom Entertainment Software
Publisher	SCEA
Release date	(us) Juny 14, 2001 (eu) October 19, 2001
Genre	Action
Players	1 Player

The Lost Empire is a 3D action game with puzzle-solving elements, based on Disney's film of the same name. The player can take control of six different characters, trying to reach the lost city of Atlantis and save it from destruction.

The gameplay is reminiscent of Tomb Raider games, involving combat and predominantly physical and environmental puzzles. *"mobygames.com"*

US Rarity: 3
EU Rarity: 3

5.0

EU Rarity: 3

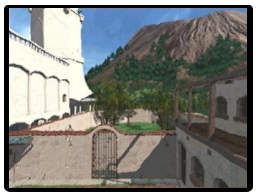
Atlantis: The Lost Continent

Developer The Code Monkeys
Publisher Phoenix Games
Release date (eu) 2003
Genre Puzzle
Players 1 Player

Atlantis: The Lost Continent is a game for children that consists of: a cartoon film, a jigsaw puzzle, and a picture coloring game.

The plot revolves around Rodrigo, the fisherman's son, who one day finds a letter in a bottle on the beach. With some help of his grandfather he understands that it tells him how to find the famous lost city of Atlantis. Now Rodrigo and his grandfather sets out on a journey to find the long lost island.

3.0



EU Rarity: 4

Atlantis: The Lost Tales

Developer Cryo
Publisher Cryo
Release date (eu) October, 1998
Genre Adventure
Players 1 Player

The game is set in the fictional city of Atlantis. Queen Rhea is the leader who is under threat, and young Seth is the player character who aims to save the day.

The world of Atlantis is displayed in fully-rotational full-screen 3D comprising of millions of polygons and full lip-synching using a proprietary system.

"mobygames.com"

7.0

EU Rarity: 3

Attack of the Saucerman

Developer Psygnosis
Publisher SCEE
Release date (us) 1998
(eu) Juny 1, 1999
Genre Action
Players 1 Player

Attack of the Saucerman is a comedic science fiction 3D action game, where the player character is Ed, a blue-collar worker from the alien world of Grimloid.

The game has features like: 3rd-person game play, full 3D environment, vast array of weaponry, and cartoon characters with cartoon humour.

ATV Mania

6.5

Developer	Gotham Games
Publisher	Take 2 Interactive
Release date	(us) July 23, 2003
	(eu) Juny 27, 2003
Genre	Racing
Players	1-2 Players

ATV Mania is an all-terrain vehicle combat racing game. Modes include Championship, Single Race, and Time Attack.

Single race mode lets the player compete against another player or the computer A.I. on any of the six tracks in the game. Time Trial mode lets the player try to complete any of the tracks in as fast of a time as possible.

US Rarity: 1
EU Rarity: 3

ATV: Quad Power Racing

6.0

Developer	Climax Group
Publisher	Acclaim Entertainment
Release date	(us) August 23, 2000
	(eu) October 13, 2000
Genre	Racing
Players	1-2 Players

ATV Quad Power Racing is an all-terrain vehicle racing video game. The game had two sequels released: ATV Quad Power Racing 2 and ATV: Quad Frenzy.

There are four gameplay modes: championship, single race, time attack, and two-player.

US Rarity: 3
EU Rarity: 3

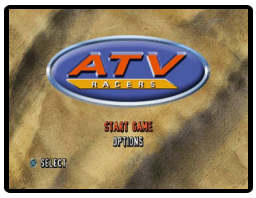
ATV Racers

7.0

Developer	Midas Interactive
Publisher	Mud Duck
Release date	(us) December, 2003
	(eu) Juny 13, 2003
Genre	Racing
Players	1 Player

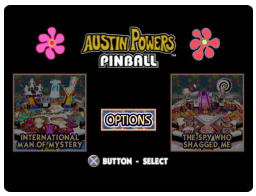
ATV Racers features a variety of animals who are out to win an ATV racing championship through means of vehicular combat racing.

When racing, players attempt to beat the five opponents they are up against to the finish line. To help achieve this goal, players can shoot guided rockets, use speed boosts, and lay mines to hinder their opponents.



US Rarity: 2
EU Rarity: 3

6.1



US Rarity: 1
EU Rarity: 2

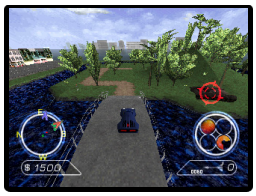
Austin Powers Pinball

Developer	Gotham Games
Publisher	Take 2 Interactive
Release date	(us) October 25, 2002 (eu) October 25, 2002
Genre	Pinball
Players	1-4 Players

Austin Powers Pinball is thematically based on the Austin Powers series of films. In this game, there are two pinball games to play. One for the original movie: Austin Powers: International Man of Mystery and one for the second movie: Austin Powers: The Spy Who Shagged Me.

The game has the celebrity voices of Mike Myers and Robert Wagner.

7.1



US Rarity: 5
EU Rarity: 2

Auto Destruct

Developer	Neurostone
Publisher	Electronic Arts
Release date	(us) February 28, 1998 (eu) December, 1997
Genre	Shooter
Players	1 Player

Auto Destruct involves mission-based car combat. Unlike similar titles such as Destruction Derby and Twisted Metal, this doesn't focus on arena-type face-offs with multiple opponents.

The 25 missions vary, from simple search-and-destroy rounds to escort missions and defense missions.

7.8

EU Rarity: 3

Ayrton Senna Kart Duel 2

Developer	Gaps
Publisher	Sunsoft
Release date	(eu) 1997
Genre	Racing
Players	1-2 Player

Ayrton Senna Kart Duel 2 is a 3D karting game named after famous Brazilian kart and Formula One racer Ayrton Senna. The game features a Time Attack mode, VS Battle mode and a Grand Prix mode. The Grand Prix mode contains three classes. With good results the player can promote to higher classes. There are 8 tracks that can be raced on and three different difficulty settings.

Aztec: The Curse in the Heart of the City of Gold

2.0

Developer	Cryo Interactive
Publisher	France Telecom Multimedia
Release date	(eu) Juny 1, 2000
Genre	Adventure
Players	1 Player

Aztec is a 1st person adventure game set in the time of the Aztecs. A nobleman has been murdered, and the player character have been blamed for it. Is there a connection between his murder and the strange illness affecting the population? The sacred amulet he hold may be the key to it all.

Azure Dreams

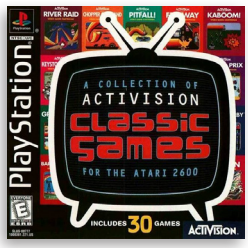
7.6

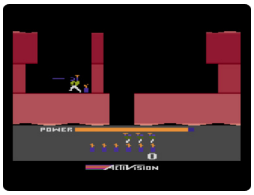
Developer	Konami
Publisher	KCE Tokyo
Release date	(us) Juny 30, 1998 (eu) December, 1998
Genre	Role-playing Games
Players	1 Player

Azure Dreams, released in Japan as Other Life: Azure Dreams, is in many ways, a graphical roguelike. Activity within the main dungeon is turn-based, with one move or attack corresponding to a turn. Randomly generated dungeons and treasures are also features shared with the genre.

A stripped down version was later released on the Game Boy Color.

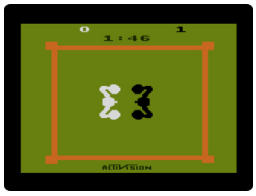
US Rarity: 3
EU Rarity: 3





Activision Classic Games

6.8



Developer	Gray Matter
Publisher	Activision
Release date	(us) September 30, 1998
Genre	Compilation
Players	1-2 Players

The game is a collection of 30 classic Activision and Imagic titles originally published for the Atari 2600.

Games included are: Atlantis, Barnstorming, Boxing, Chopper Command, Crackpot, Cosmic Commuter, Dolphin, Frostbite, Grand Prix, HERO, Ice Hockey, Kaboom!, Keystone Kapers, Laser Blast, Megamania, Pitfall, among others.

US Rarity: 2

8.0

EU Rarity: 3

A2 Racer III: Europa Tour

Developer Davilex Games B.V.
Publisher Davilex Games B.V.
Release date (eu) 2002
Genre Racing
Players 1 Player

Part 3 in the Dutch A2 Racer series takes the player to London, Berlin and Vienna. The gameplay remains the same with illegal street races on well known highways and cities.

During the races players have to collect power-ups, like money, fuel and time extensions, and avoid getting caught by the cops and reach the finish line before the opponents do.

4.3

EU Rarity: 4

Adibou Et L'Ombre Verte

Developer Coktel Vision
Publisher VU Games
Release date (eu) October 2, 2001
Genre Edutainment
Players 1 Player

Adibou is a game for kids of 4-7 years with activities in stimulation and learning.

Gameplay revolves around looking for clues, vehicle driving, songs and 3 difficulty levels to play and improve the score to infinity rewards.

2.0

EU Rarity: 3

All Star Action

Developer Mere Mortals
Publisher Phoenix Games
Release date (us) 2003
Genre Compilation
Players 1-4 Players

All Star Action are twelve racing game compilation, released on two cd`s by bargain bin kings Phoenix games. The games are as followed; Xtreme Boarders, Water Power Jet, Ride the Waves, Surfing Paradise, Super Bike GP, Battle Trucks, Revs, Turbo Race 2, Top Speed Rally, Speed Demon, Stock Car Racing, and Power Riders.

All Star Soccer

5.0

EU Rarity: 3

Developer	Eidos Interactive
Publisher	Eidos Interactive
Release date	(us) August, 1997
Genre	Sports
Players	1-8 Players

All Star Soccer allows the player to create his very own dream team in terms of both physical appearance and playing style. The choice of the players head, some of which are caricatures of top sporting stars, determines mental attributes. Physical attributes are affected by the choice of body and legs which affect speed, acceleration, shooting, heading, tackling and stamina. In addition, one may configure almost every aspect of the teams tactical play.

"absolute-playstation.com"

Ayrton Senna Kart Duel

7.4

EU Rarity: 3

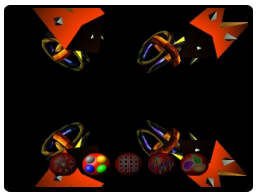
Developer	GAPS Inc.
Publisher	Sunsoft
Release date	(eu) December, 1996
Genre	Racing
Players	1-2 Players

Ayrton Senna Kart Duel is a 3D kart racing game named after Ayrton Senna. Playable modes presented in the game include: "Race", "T.T", "VS", and "Beginner".

The game also features a Senna Memorial Data where it is possible to view some of the Senna's career records and photos.

"mobygames.com"

6.0



EU Rarity: 4

Baby Universe

Developer SCEI
Publisher SCEE
Release date (us) October 9, 1998
Genre Music, non-game
Players 1 Player

Baby Universe is music video game software that allows the user to put a music CD into their PlayStation and generate 3D images using the music. It consists of different worlds with digital kaleidoscopes. The player can create visual effects by pressing buttons on the controller, to turn the different axes, bend and reflect light, and change the angle, with different background patterns. All the actions can be recorded and saved.

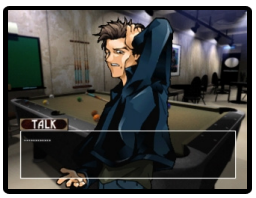
7.5

US Rarity: 3

Backstreet Billiards

Developer Agenda
Publisher ASCII Entertainment
Release date (us) November 30, 1998
Genre Sports
Players 1-4 Players

Backstreet Billiards is a rather unique pool simulations for Playstation. This game offers a variety of pool and carom games: 8-Ball, 9-Ball, Rotation, Basic Pool, 141 Continuous, Bowlliards, Cutthroat, 5-9 and One Pocket. Carom games include: 3-Ball, 4-Ball, Free, One Cushion, and Three Cushion. The more unique aspect of the game though, is a story-mode. This mode consists of a adventure game where one play as a character on the search for his father's famous pool cue.



7.3

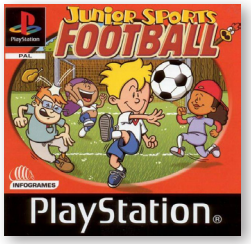
US Rarity: 3
EU Rarity: 3

Backyard Soccer

Developer Humongous Entertainment
Publisher Infogrames
Release date (us) September 28, 2001
(eu) 2001
Genre Sports
Players 1-2 Players

Backyard Soccer is a console version based on the MLS Edition minus the MLS license, the game mechanics mostly follow that of the computer versions - pick a field, pick a team name and colors, and choose who to want to be on the team. Although it may sound like the same game, the ball physics and player movement is entirely different from the PC/Macintosh versions.

"mobygames.com"



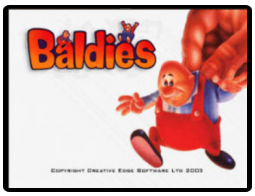
Baldies

6.3

Developer Creative Edge Software
Publisher Mud Duck, (eu) Phoenix Games
Release date (us) November 15, 2003
(eu) August 8, 2003
Genre Strategy
Players 1 Player

Baldies is a real time strategy video game, in the vein of Command & Conquer & Warcraft. The object of the game is to build a community of characters called “baldies”, which appeared as short, plump bald people, and help them against the ‘hairies’, who were bearded short little hairy people.

In 1998 a sequel named Skull Caps was released.



US Rarity: 3
EU Rarity: 2

Ball Breakers

5.7

Developer Lost Toys
Publisher Take-Two Interactive
Release date (us) July 26, 2000
(eu) 2000
Genre Sports
Players 1-2 Players

Ball Breakers, known as Moho in Europe, is set in the future. The universe is made up of human and synthetic lifeforms. Synthetic lifeforms are considered second class citizens by their human counterparts. The player are a synthetic lifeform sentenced for an eternity for a crime it didn’t commit and in order to earn his freedom, he must compete against other prisoners in competitions in 10 different incarceration facilities.

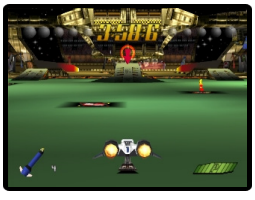
US Rarity: 2
EU Rarity: 3

Ballblazer Champions

5.9

Developer Factor 5
Publisher LucasArts, (eu) CTO SpA
Release date (us) March 31, 1997
(eu) October, 1997
Genre Action
Players 1-2 Players

Ballblazer Champions is an action/sports video game remake of the 1985 video game Ballblazer that was released for the Commodore 64 and Atari consoles. The basic rules have stayed the same: two players in rotofoils compete to put the plasmorb into the enemy’s goal. But the new version adds numerous power-ups including weapons into the game.



US Rarity: 4
EU Rarity: 3

8.0

US Rarity: 3
EU Rarity: 2

Ballerburg: Castle Chaos

Developer	Ascaron Entertainment
Publisher	Mud Duck Productions, (eu) Phoenix Games
Release date	(us) 2002 (eu) 2003
Genre	Strategy
Players	1-2 Players

Ballerburg: Castle Siege is a real-time artillery strategy game influenced by an earlier game with the same name. The goal is to destroy the opponent's castle.

Everything takes place in a 3D environment. The player can build a castle and its surroundings such as peasant huts and smithies, where weapons can be placed.

7.3

US Rarity: 4
EU Rarity: 4

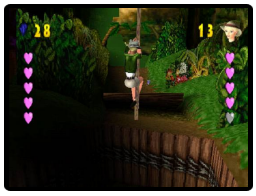
Ballistic

Developer	Mitchell Corporation
Publisher	THQ
Release date	(us) October 31, 1999 (eu) October 20, 2000
Genre	Puzzle
Players	1-2 Players

Ballistic, also known as Puzz Loop, is a tile-matching arcade puzzle game, later ported to the PlayStation. The original Puzz Loop was followed by a sequel, Puzz Loop 2, in 2001.

The success of Puzz Loop lead to a number of clones with identical gameplay from other companies including Zuma, the Luxor series, Tumblebugs, Potpourrii, Butterfly Escape, Loco, and Bonsai Blast.

5.6



US Rarity: 3
EU Rarity: 2

Barbie Explorer

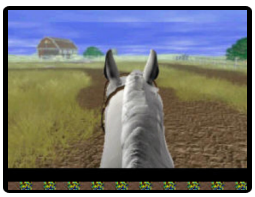
Developer	Runecraft
Publisher	Vivendi Universal Games
Release date	(us) September 4, 2001 (eu) 2001
Genre	Action
Players	1-2 Players

Barbie: Explorer is a PlayStation game featuring Barbie. The plot and overall game are very similar to Tomb Raider.

A two-player mode is included where Barbie competes with Theresa to complete levels, with the goal to lose the fewest number of lives and collect the most gems.

Barbie: Race & Ride

3.0



Developer	Runecraft
Publisher	SCEE
Release date	(us) 1999 (eu) December 2, 1999
Genre	Action
Players	1-2 Players

Barbie Race & Ride, known as Barbie Aventure Equestre in Europe, is a Barbie horse-related video game. Its equestrianism-based gameplay makes it a spiritual predecessor to the Barbie Horse Adventures series.

There are four horses to choose from: a palomino, a paint, a white, and a dapple gray.

US Rarity: 3
EU Rarity: 2

Barbie Super Sports

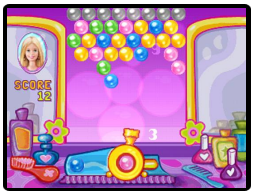
4.6

Developer	Runecraft
Publisher	SCEE
Release date	(us) December 30, 1999 (eu) March 20. 2000
Genre	Sports
Players	1-2 Players

Barbie: Super Sports, known as Barbie Sports Extreme, is a sports video game for kids. The player can choose from four different characters: Barbie, Teresa, Christie and Krissy.

The events to play are Snowboarding and Rollerblading. Both events have a practice area where Barbie gives advice on how to race and get better scores, which will earn tickets that can be traded in for better equipment.

US Rarity: 3
EU Rarity: 3



Barbie: Gotta Have Games

3.3

Developer	Digital Illusions
Publisher	VU Games
Release date	(us) November 7, 2003
Genre	Compilation
Players	1-2 Players

The game has Barbie and her friends competing in some mini-games. One or two players can choose to play as Ken, Barbie, Christie, or Teresa.

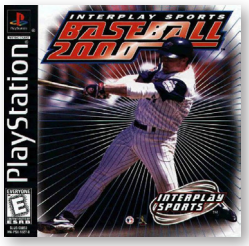
Some of the mini-games are Four Scoops, where the players try to create ice cream sodas by playing a Connect Four variant, and D.J. Booth, where players match compact discs back into their cases, among other.

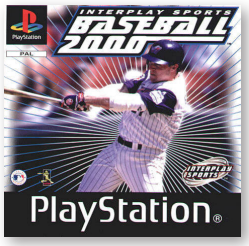
US Rarity: 3

6.0

US Rarity: 3
EU Rarity: 3

Baseball 2000





Developer	Interplay
Publisher	Interplay
Release date	(us) March 31, 1999 (eu) November, 1999
Genre	Sports
Players	1-2 Players

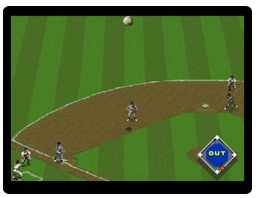
The game is a baseball game featuring an Exhibition, Season, Playoff, Tournament, and a Home Run Derby mode. There is also a General Manager mode that lets the player create and trade players, and change team lineups. The game features the real MLB players and teams of that time.

The game is an update of VR Baseball 2000.

8.2

US Rarity: 2

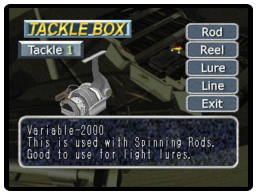
Bases Loaded '96: Double Header



Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(us) December 1, 1995
Genre	Sports
Players	1-2 Players

This baseball game features real MLBPA players from the 1994 baseball season. The teams they actually played for are only represented by the cities the actual teams are from. The game has an Exhibition mode, a Regular Season mode, and a Championship Game mode. The Regular Season mode lets the player choose to play either a 13, 26, 52, or 162 game season, while the Championship Game mode lets the player play either a 3,5, or 7 game championship game series against an opposing team.

6.6



US Rarity: 4

Bass Landing

Developer	TOSE
Publisher	Agetec Inc.
Release date	(us) September 9, 2000
Genre	Sports
Players	1 Player

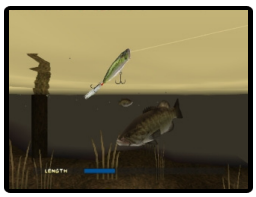
Bass Landing is a fishing game that has a tutorial mode, a free fishing mode, and a B.A.S (Bass Angler's Society) Pro-Tournament mode. In the tutorial mode, players go to fishing classes and learn and practice the basics of fishing starting with casting all the way down to bass ecology. At the end of all the classes the player is given an exam testing them on all they have previously learned.

BassRise

7.3

Developer Bandai
Publisher Bandai
Release date (us) September 30, 1999
Genre Sports
Players 1-4 Players

A fishing game with both a single and multiplayer VS. mode. In the single player game, players choose to play as either a man or a woman, and the area they want to fish in. There are two lakes to choose from at the start of the game, but more can be unlocked by completing challenges. An example of a challenge would be trying to catch a set number of fish in five casts.



US Rarity: 3

Batman & Robin

4.7

Developer Probe Entertainment
Publisher Acclaim Entertainment
Release date (us) July 31, 1998
(eu) August 5, 1998
Genre Action
Players 1 Player

Batman & Robin is the name of two console video games based on DC Comics' Batman, one for the PlayStation, the other for the Game.com. Both games are based on the 1997 film of the same name.

Like the film, The PlayStation game was critically and commercially unsuccessful.

US Rarity: 3
EU Rarity: 3

Batman Beyond: Return of the Joker

4.7

Developer Kemco
Publisher Ubisoft
Release date (us) November 20, 2000
(eu) 2000
Genre Beat 'em up
Players 1 Player

Batman Beyond: Return of the Joker, known as Batman of the Future: Return of the Joker in Europe, was released to coincide with the film of the same name, and is largely based on the original TV series.

Similar to games like Final Fight, Batman Beyond plays as a beat 'em up-type game.

US Rarity: 4
EU Rarity: 2

4.5

US Rarity: 6
EU Rarity: 3

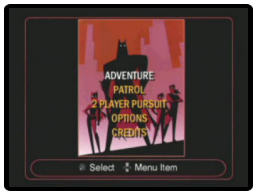
Batman Forever: The Arcade Game

Developer Iguana Entertainment
Publisher Acclaim
Release date (us) December 3, 1996
(eu) 1996
Genre Beat ‘em up
Players 1-2 Players

Batman Forever: The Arcade Game is a beat ‘em up video game based on the movie Batman Forever. The subtitle is used to differentiate it from Batman Forever, another beat ‘em up published by Acclaim at around the same time.

One or two players, playing as Batman and Robin, fight Two-Face, the Riddler, and numerous henchmen.

5.0



US Rarity: 4
EU Rarity: 3

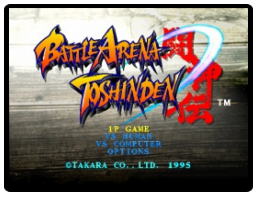
Batman: Gotham City Racer

Developer Sinister Games
Publisher Ubisoft
Release date (us) April 19, 2001
(eu) May 18, 2001
Genre Racing
Players 1-2 Players

Batman: Gotham City Racer is a racing game based on The New Batman Adventures and incorporated many clips from the series into the game.

There are 6 music tracks that the player can choose from while playing the game. All 6 are done by Ray Fabi.

6.4



US Rarity: 3
EU Rarity: 2

Battle Arena Toshinden

Developer Tamsoft
Publisher SCEA
Release date (us) September 9, 1995
(eu) September 9, 1995
Genre Fighting
Players 1-2 Players

Battle Arena Toshinden is a weapons-based fighting game. It was one of the first fighting games to boast polygonal characters in a 3D environment, and it is credited for taking the genre into “true 3-D” due to its introduction of the sidestep maneuver.

The game was originally promoted as a PlayStation exclusive, but was later ported to the Saturn with additional features.

Battle Arena Toshinden 2

6.9

Developer	Tamsoft
Publisher	Takara, Playmates Interactive
Release date	(us) May, 1996 (eu) Juny 7, 1996
Genre	Fighting
Players	1-2 Players

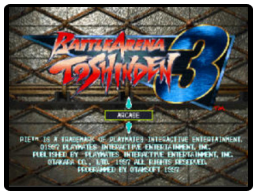
Battle Arena Toshinden 2 is a weapon based 3D fighting game and the sequel of Battle Arena Toshinden.

The core gameplay of Battle Arena Toshinden 2 remains unchanged from the first game. The game includes a simple combo system. The 3D movement is also altered to create slightly better balance in battle.

US Rarity: 3
EU Rarity: 2

Battle Arena Toshinden 3

7.3



Developer	Tamsoft
Publisher	Takara
Release date	(us) March 31, 1997 (eu) March, 1997
Genre	Fighting
Players	1-2 Players

Battle Arena Toshinden 3 is the first of the main series not to be ported to other platforms. It is also the only game in the series that has game play differences between the Japanese version and subsequent US and European releases.

Toshinden 3 radically changes the series' gameplay. Most notably the arenas are now enclosed, allowing players to launch opponents into the walls and ceilings.

US Rarity: 5
EU Rarity: 3

Battle Hunter

7.1

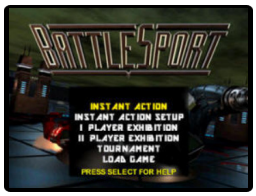
Developer	Success
Publisher	Agetec, (eu) Midas Interactive Entertainment
Release date	(us) June 1, 2001 (eu) April 12, 2001
Genre	Tactical role-playing
Players	1-4 Players

Battle Hunter, known in Japan as Battle Sugoroku: Hunter and in Europe as The Hunter, is an anime-styled tactical role-playing game.

The game revolves around a player-controlled hunter that must compete with three other hunters in order to win a relic, and makes heavy use of traditional RPG conventions such as dice and tile-based movement.

US Rarity: 3
EU Rarity: 3

7.2



US Rarity: 3
EU Rarity: 3

BattleSport

Developer Cyclone Studios
Publisher 3DO
Release date (us) Juny 30, 1997
(eu) August 1, 1997
Genre Sports
Players 1-2 Players

BattleSport is a futuristic sports video game, originally released for the 3DO Interactive Multiplayer and later ported to the PlayStation.

Players choose a vehicle and enter an arena to face opponents to see who scores the most goals before the clock runs out.

6.5

US Rarity: 3
EU Rarity: 4

Battle Stations

Developer Electronic Arts
Publisher Realtime Associates
Release date (us) March 31, 1997
(eu) March, 1997
Genre Strategy
Players 1-2 Players

Battle Stations is a naval combat game feature split between either Arcade, Campaign mode and War Games mode.

The game features 8 types of ships which are aircraft carriers, destroyers, battleships, cruisers, patrol boats, mine layers, troop transports, and submarines. Each ship has different ratings in the categories of top speed, target range, hull strength, main guns, special weapon, and defensive weapon.

7.1

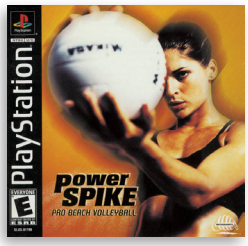
US Rarity: 2
EU Rarity: 2

Battletanx: Global Assault

Developer 3DO
Publisher 3DO
Release date (us) February 29, 2000
(eu) March 30, 2000
Genre Action
Players 1-2 Players

BattleTanx: Global Assault is a multi-player video game in which players control futuristic tanks. The game is a sequel to the popular N64 game BattleTanx, which utilized the same method of game play.

3DO went bankrupt before another sequel could be released.

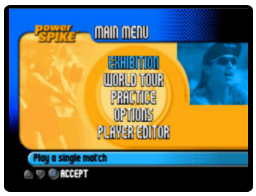


Beach Volleyball

6.6

Developer	Carapace
Publisher	Canal + Multimedia, Infogrames
Release date	(us) November 13, 2000 (eu) October 27, 2000
Genre	Sports
Players	1-4 Players

Beach Volleyball, known as Power Spike Pro Beach Volleyball in North America, is a beach volley game with an official Federation of International Volleyball license. There are 40 real players to choose, on 14 different courts located all over the world. Game modes include exhibition, world tour and practice mode.



US Rarity: 3
EU Rarity: 3

Beast Wars: Transformers

5.3

Developer	Takara
Publisher	Hasbro Interactive
Release date	(us) December 5, 1997
Genre	Action
Players	1 Player

Beast Wars: Transformers, released for the PlayStation and PC, is a third person shooter, based on the first season of the show, in which the player control either the Maximals or the Predacons in a series of missions to undermine the other faction's attempts at gaining enough resources to win the war between them and escape the planet.

The multiplayer feature was removed from the console release.

US Rarity: 3
EU Rarity: 2

BeatMania

7.0

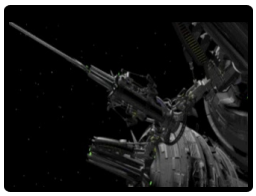
Developer	Konami
Publisher	Konami
Release date	(us) June, 2000
Genre	Music
Players	1-2 Players

The PlayStation releases of the BeatMania series were only available for Japan apart from one which was created especially for the European market.

The European version of beatmania included licensed songs from Moloko, Skank, Les Rhythmes Digitales, and more. Also included are classic beatmania tracks from various mixes. The European licenses are also featured in GottaMix 2.

EU Rarity: 2

7.0



EU Rarity: 3

Bedlam

Developer	Mirage Technologies
Publisher	GT Interactive
Release date	(eu) July 4, 1997
Genre	Shooter
Players	1 Player

Bedlam is a fast paced action game where the player run around as a machine-gun wielding robot destroying everything in the path.

There is a multitude of enemies and one can destroy almost every single thing on the map, buildings, vehicles, etc. The reason for all this destruction is a revolution led by the robots against their human masters.

5.4

US Rarity: 1
EU Rarity: 1

Beyblade

Developer	WAVEDGE
Publisher	Crave Entertainment, (eu) Atari
Release date	(us) December 5, 2002 (eu) 2002
Genre	Action
Players	1-2 Players

Based on the Japanese anime TV-show and line of toys, "Beyblade" lets the user battle customized spinning tops against other spinning tops. Each top has its own "Bit Beast," which can be summoned during the battle to perform a special move.

The game has both tournament and versus battle modes. The player can also modify their top's parts and "Bit Beast."

"mobygames.com"

6.4

US Rarity: 3

Beyond the Beyond

Developer	Camelot Software Planning
Publisher	SCEA
Release date	(us) August 31, 1996
Genre	Role-playing game
Players	1 Player

Beyond the Beyond, known in Japan as Beyond the Beyond: Harukanaru Kanān he, is a role-playing video game. Though not the first role-playing game released for the PlayStation, Beyond the Beyond was the first RPG available in the west for the console using a traditional Japanese RPG gameplay style like Final Fantasy and Phantasy Star.

The soundtrack was composed by Motoi Sakuraba.

Big Air

5.6

Developer The Pitbull Syndicate Limited
Publisher Accolade
Release date (us) February 28, 1999
(eu) April, 1999
Genre Sports
Players 1-2 Players

Big Air includes several snowboarding events- standard slalom-style, half pipes, races, and more. Also features several licensed riders, 24 courses, and lots of licensed music.

US Rarity: 1
EU Rarity: 3

Big Bass Fishing

5.4

Developer Coresoft
Publisher Take 2 Interactive
Release date (us) May 2, 2002
(eu) April 24, 2002
Genre Sports
Players 1 Player

Big Bass Fishing is a simple action-oriented fishing simulation released at a budget price. The game modes include arcade, competition, and challenge. In the arcade mode, the player have to catch five fish in five minutes, and if one succeed the time is extended. Completion mode offers specific tasks, such as catching the largest fish, the most fish, and beating the clock.

US Rarity: 3
EU Rarity: 2

Big Bass World Championship

7.3

Developer Hot-B
Publisher Starfish
Release date (us) 1997
Genre Sports
Players 1 Player

Big Bass World Championship is a standard fishing game with two different modes of play. There is a Practice mode where players can learn the basics of the game including casting, reeling and selection of rods and lures. In the Tournament mode, the player can choose from either a male or female angler and choose from one of four lakes with over 15 different fishing lures. It also features the personal endorsement of angler legend, Hank Parker.

US Rarity: 3

4.6

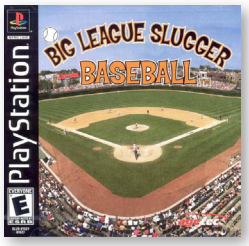
US Rarity: 2

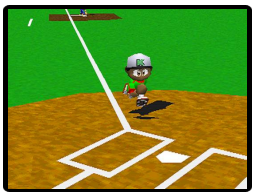
Big League Slugger Baseball

Developer Agetec Inc.
Publisher Now Production
Release date (us) July 15, 2003
Genre Sports
Players 1-2 Players

Big League Slugger Baseball is a cartoonish, big-head-anime-style baseball game. It uses the standard behind-the-catcher viewpoint for batting and pitching and switches to different views when the ball is hit.

The game is unlicensed and does not include any real teams, players, or stadiums, though the player can create their own players and teams.





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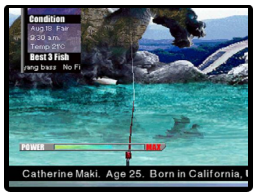


US Rarity: 3
EU Rarity: 5

Big Ol' Bass 2

Developer Konami Computer Entertainment Nagoya
Publisher Konami
Release date (us) November, 2000
Genre Sports
Players 1-2 Players

Big Ol' Bass 2 is the third part in the Fisherman's Bait series. The game is known as Fisherman's Bait 3 in Europe and Exciting Bass 3 in Japan. Again there are more than fifteen different types of fish, twenty holes and many different lures. Even more exotic fictional fish make their way in the World Monster Fishing mode. The new Surival mode allows the player to partake in a knock-out system. Two player splitscreen is supported against a friend or AI.

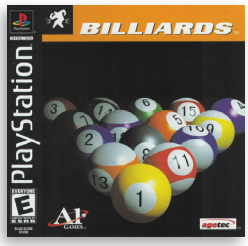
5.0

US Rarity: 2
EU Rarity: 2

Big Strike Bowling

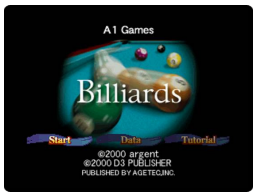
Developer Coresoft, (eu) Gotham Games
Publisher Take 2 Interactive
Release date (us) 2003
(eu) April 17, 2003
Genre Sports
Players 1-6 Players

Big Strike Bowling lets the player choose one of 9 characters. All of these characters can be costumised with unlockable clothes and accessories. One can access 4 lanes: Rockin' Lanes (classic), Hula Bowl (tropical), Starlight Bowl (space) and Alley Alley (back alley). There are four game modes: Open Bowl, Team Game, Tournament and Progressive Play.



Billiards

5.8



Developer	Agetec Inc.
Publisher	Agenda
Release date	(us) May 14, 2001
Genre	Sports
Players	1-2 Players

Billiards, as the title suggests, is a billiards game. The game features a Pocket Game mode and a Trick Shot Game mode. There is also a tutorial mode where the mechanics of the game are explained to the player.

When shooting billiards the player is able to select what direction to hit the cue ball, where to hit the cue ball with the cue stick, and the angle of the cue stick.

US Rarity: 1

Bio F.R.E.A.K.S.

5.7

Developer	Saffire
Publisher	Midway Games, GT Interactive
Release date	(us) April 30, 1998 (eu) September, 1998
Genre	Fighting
Players	1-2 Players

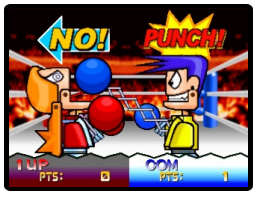
Bio F.R.E.A.K.S. is a 3D fighting game, that uses a fully polygonal fighting engine, with 8 different fighters, and 2 boss fighters.

The game was originally planned for arcades. Prototypes of the game were tested at arcades, but the final arcade release was canceled.

US Rarity: 2
EU Rarity: 2

Bishi Bashi Special

8.4



Developer	Konami
Publisher	Konami
Release date	(eu) July 7, 2000
Genre	Mini Games
Players	1-2 Players

Bishi Bashi Special, known as Bishi Bashi Special 2 in Japan, is a compilation of the two Konami games Super Bishi Bashi and Hyper Bishi, which were originally released only in Japan.

The game is made up of 85 mini-games that are meant to be played against each other. Some of the games feature such things as body builders on pogo sticks jumping for a piece of meat, or a dance-off to get the biggest afro.

EU Rarity: 2

7.0

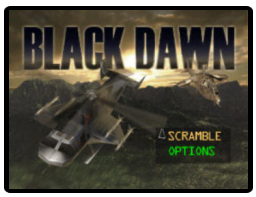
US Rarity: 4

Black Bass with Blue Marlin

Developer	Hot-B
Publisher	Starfish
Release date	(us) November 18, 1999
Genre	Sports
Players	1-2 Players

The Black Bass was originally released for the MSX computer in 1986, while The Blue Marlin was a 1991 fishing game released for the Nintendo Entertainment System. Black Bass with Blue Marlin were released as a two-in-one package. Both games offer "realistic" fishing environments and physics. Black Bass features freswater fishing, while Blue Marlin features saltwater. Both games come with real lures and rods.

7.1



US Rarity: 3
EU Rarity: 3

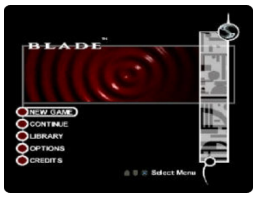
Black Dawn

Developer	Black Ops Entertainment
Publisher	Virgin Interactive Entertainment
Release date	(us) September 30, 1996 (eu) February, 1997
Genre	Shooter
Players	1 Player

Black Dawn is a helicopter-combat simulation, set in 1998. The player controls a helicopter ace recruited into a black ops counter-terrorism strike force named Operation Black Dawn. The player pilots the agile AH-69 Mohawk, an advanced combat helicopter with a powerful arsenal of weaponry.

The "Action Theme" background music was also used in Sonic and the Black Knight , a 2009 video game for the Wii.

5.4



US Rarity: 3
EU Rarity: 3

Blade

Developer	Hammerhead Ltd
Publisher	Activision
Release date	(us) November 23, 2000 (eu) December 15, 2000
Genre	Action
Players	1 Player

Blade is a video game based on the 1998 film adaptation of the Blade character that starred Wesley Snipes. The game follows the adventure of Blade with help of his mentor and friend Abraham Whistler, and with old remembered enemies like Dragonetti and Mannheim.

Blade received poor reviews.

Blades of Blood: Samurai Shodown III

6.8

Developer	SNK
Publisher	SCEA
Release date	(us) November 30, 1996 (eu) 1996
Genre	Fighting
Players	1-2 Players

Samurai Shodown III: Blades of Blood, known as Samurai Spirits: Zankuro Musouken in Japan and Fighters Swords in Korea, is the third game in SNK's popular Samurai Shodown series of fighting games for the Neo Geo.

While it is the third game in the main series, it is the first part of a two-chapter story set between Samurai Shodown and Samurai Shodown II.

US Rarity: 5

Blast Chamber

6.7

Developer	Attention To Detail
Publisher	Activision
Release date	(us) September 30, 1996 (eu) November, 1996
Genre	Action
Players	1-4 Players

Blast Chamber is a 3D puzzle/action game, where the player are a little guy in a chamber which is rotatable by pushing around the corners. Objects will fall down to make other parts of the level accesible.

The game also supports a 2 player competitive mode, where one have to pick up objects and put them in another one's crystal.

US Rarity: 3
EU Rarity: 4

Blast Lacrosse

6.2

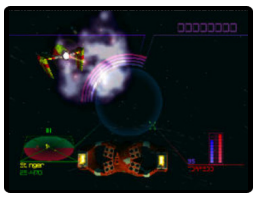
Developer	Sandbox Studios
Publisher	Acclaim Sports
Release date	(us) May 23, 2001
Genre	Sports
Players	1-2 Players

Blast Lacrosse is an indoor lacrosse video game. It is officially licensed by and based on the National Lacrosse League and includes all nine teams of their 15th season, including mascots. It is also licensed by the Professional Lacrosse Players' Association.

The game features in-game advertisements for Shamrock Lacrosse and STX.

US Rarity: 3

7.0



US Rarity: 1
EU Rarity: 3

Blast Radius

Developer	Pitbaull Syndicate
Publisher	Psygnosis
Release date	(us) February 28, 1999 (eu) July, 1998
Genre	Shooter
Players	1-2 Players

Blast Radius is a space combat simulator video game. The player character Kayne has the choice of 1 of 9 different spacecrafts which differ in appearance, weaponry, and control. Kayne is tasked with completing 40 different missions while fighting 37 different types of enemy crafts, which include bounty hunters, crime spaceships and military ships.

6.6

US Rarity: 2
EU Rarity: 4

Blaster Master: Blasting Again

Developer	Sunsoft
Publisher	Crave Entertainment
Release date	(us) February 7, 2001 (eu) September 8, 2000
Genre	Action
Players	1 Player

Blaster Master: Blasting Again, known simply as Blaster Master in Japan, is the fifth game in the Blaster Master series.

Although the game is a sequel to the original Blaster Master for the NES, the writers of Blasting Again used elements from the Worlds of Power novelization of Blaster Master in the game's storyline.

6.4

US Rarity: 2
EU Rarity: 3

Blasto

Developer	Sony Interactive Studios America
Publisher	SCEE
Release date	(us) March 31, 1998 (eu) April 15, 1998
Genre	Action
Players	1 Player

Blasto is a third-person shooter game. Although heavily marketed the game proved too difficult for many gamers.

The late Phil Hartman voiced Captain Blasto, an extremely muscular, alien-fighting, dimwitted captain who's always in the mood for a babe from any solar system most specifically in the Planet Uranus.

Blaze and Blade: Eternal Quest

6.0

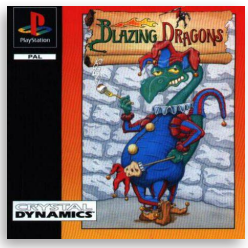
EU Rarity: 3

Developer	Technology and Entertainment Software
Publisher	Funsoft
Release date	(eu) June 1, 1998
Genre	Role-playing game
Players	1-2 Players

Blaze and Blade: Eternal Quest is a multiplayer action roleplaying game. It's the first in the series, the other being Blaze & Blade Busters, which uses the same engine, and the only one released outside Japan.

Blaze and Blade is a "Hack and slash" action RPG with a heavy emphasis on puzzle solving. The game allows for characters to be created with one of eight classes.

Blazing Dragons



7.4

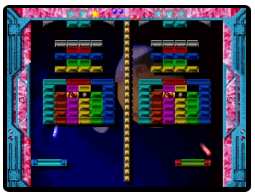
US Rarity: 5
EU Rarity: 3

Developer	The Illusions Game Company
Publisher	Crystal Dynamics
Release date	(us) October 31, 1996 (eu) November, 1996
Genre	Adventure
Players	1 Player

Blazing Dragons is an adventure/arcade game based on the Nelvana cartoon of the same name. Voice actors include Terry Jones of Monty Python and Cheech Marin.

Gameplay is mostly straight inventory-based point-and-click, but there are several arcade sequences that the player must successfully complete in order to progress.

Block Buster



4.0

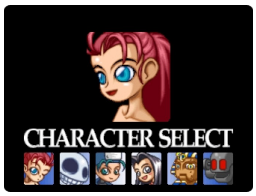
EU Rarity: 4

Developer	Marvelous
Publisher	Phoenix Games
Release date	(eu) August 8, 2003
Genre	Breakout
Players	1 or 2 Players

Block Buster, known as Block Kuzushi or Simple 1500 Series vol.014 - The Block Kuzushi in Japan, is a breakout game that can be played by 2 players in cooperative or VS mode.

During the course of play, weapon upgrades may be picked up such as multiple balls, shooting power and other brick bashing powerups.

6.0



US Rarity: 4
EU Rarity: 2

Blockids

Developer	MonkeyPaw Games
Publisher	Athena
Release date	(us) August 4, 2003 (eu) February, 2004
Genre	Breakout
Players	1 Player

Blockids is a Breakout variant whose unique feature is multiple camera angles. Instead of only including the typical top down camera angle, the game also utilizes a isometric camera angle, a behind the paddle camera angle, and a track the ball's movement camera angle.

5.2

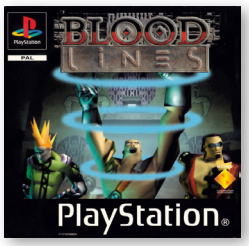
EU Rarity: 3

Blood Lines

Developer	Radical Entertainment
Publisher	SCEE
Release date	(eu) April 15, 1999
Genre	Action
Players	1-2 Players

Set in the future, competitive sport is outlawed and becomes the pursuit of an underground network of the world's greatest athletes. Inspired by the nations of old, they form clans and engage each other in tribal combat to protect the honour of their bloodlines.

The gameplay functions in the same way as Super Smash Bros.: Melee, and allows multiplayer matches or fighting against CPU opponents.



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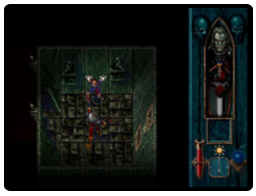


US Rarity: 2
EU Rarity: 2

Blood Omen: Legacy of Kain

Developer	Silicon Knights
Publisher	Crystal Dynamics
Release date	(us) November 1, 1996 (eu) March, 1997
Genre	Adventure
Players	1 Player

Blood Omen: Legacy of Kain is an action-adventure game, the first title in the Legacy of Kain series.

Silicon Knights designed Blood Omen as "a game which adults would want to play", intending to evolve the action role-playing genre and bring artistic cinema to video game consoles.

Bloody Roar

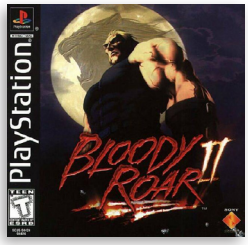
7.2

Developer	SCEA
Publisher	Hudson Soft
Release date	(us) October 31, 1997 (eu) March, 1998
Genre	Fighting
Players	1-2 Players

Bloody Roar, known as Bloody Roar: Hyper Beast Duel in Europe, is a fighting video game originally developed by Raizing (now Eighting) as an arcade game and later adapted for the PlayStation by Hudson Soft.

Bloody Roar`s story centers on a group of warriors known as "zoanthropes", who have the power to transform into half-human half-animal "Beasts".

US Rarity: 3
EU Rarity: 3



Bloody Roar II

7.6

Developer	Hudson Soft
Publisher	SCEA
Release date	(us) April 30, 1999 (eu) July, 1999
Genre	Fighting
Players	1-2 Players

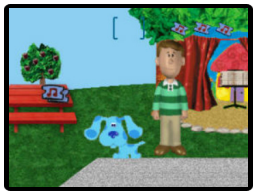
Bloody Roar II: The New Breed, known as Bloody Roar 2: Bringer of the New Age in Japan and Europe, was originally a brawler arcade game developed by Eighting/Raizing.

Bloody Roar series differs from other fighting games as every character has a beast mode that can be used to use new attacks, recover some of lost health and generally to be faster and/or more powerful with their attacks.

US Rarity: 4
EU Rarity: 3

Blue's Clues: Blue's Big Musical

5.3



Developer	Terraglyph Interactive Studios
Publisher	THQ, Nick Jr.
Release date	(us) August 24, 2001 (eu) August, 2001
Genre	Edutainment
Players	1-2 Players

The game is heavily inspired by the movie of the same name. A big music show is being held by Blue and her friends. However, there's a lot to do to get prepared like setting up the stage, getting instruments to play, practice songs, get props for the stage, and inviting guests to the show. The main game is broken up into six different acts. Each act has the player searching for 3 different Blue's Clues.

US Rarity: 3

7.4

US Rarity: 2

Board Game: Top Shop

Developer	KID
Publisher	Agetec
Release date	(us) December 4, 2001
Genre	Board game
Players	1-6 Players

Top Shop, known in Japan as Tenant Wars, is a video board, with gameplay that mimics that of Monopoly, but expands on the property management aspect of that game. As in Monopoly, players move across a game board in accordance to the number they roll on a die, purchase unowned properties when they land on such and earn money when they reach the bank.

The game can be played in either story or free play mode.

6.4

US Rarity: 3
EU Rarity: 3

Bob the Builder: Can We Fix It?

Developer	Steel Monkeys
Publisher	THQ, BBC
Release date	(us) November, 2001 (eu) January 12, 2000
Genre	Edutainment
Players	1 Player

Bob the Builder: Can We Fix It? is an educational kids video game. The game features the voice cast, artwork, and animation styles from the show.

A Nintendo 64 version was in the works, but was scrapped.

5.9

US Rarity: 2

Bogey: Dead 6

Developer	Asmik Ace Entertainment
Publisher	SCEA
Release date	(us) August 6, 1996 (eu) September, 1996
Genre	Shooter
Players	1-2 Players

Bogey Dead 6, released in Japan as Sidewinder and in Europe as Raging Skies, is a 1996 flight sim video game. The game features six fighter planes which include the F-4E, F-14D, F-15E, F-16C, F/A-18E and the F/A-22 Raptor.

The game is very similar to the Ace Combat series.

Bomberman Fantasy Race

7.1

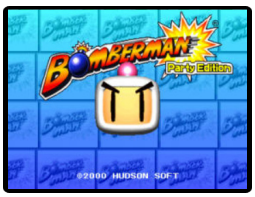
Developer	Hudson Soft
Publisher	Atlus
Release date	(us) July, 2000 (eu) March 31, 1999
Genre	Racing
Players	1-2 Players

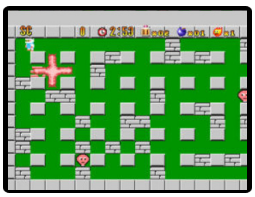
Bomberman Fantasy Race has players riding on big loping kangaroos and giant blue rabbitty-dinos as they hop and dash to the finish line with long, bounding gaits. The player can buy new bombs and better ride-a-long animals.

US Rarity: 4
EU Rarity: 3

Bomberman Party Edition

7.8





Developer	Hudson Soft
Publisher	Vatical Entertainment
Release date	(us) September 19, 2000 (eu) July, 1999
Genre	Puzzle
Players	1-5 Players

The gameplay in Bomberman Party Edition represents something of a return to the classic Bomberman style of play. The idea is basic; the player must make his way around the board and explode as much stuff as he can. A single-player “story mode” is available, and the classic game allows up to five players to compete at once.

US Rarity: 3
EU Rarity: 3

Bomberman World

7.0

Developer	Hudson Soft
Publisher	Atlus
Release date	(us) September 30, 1998 (eu) August, 1998
Genre	Puzzle
Players	1-2 Players

Bomberman World is part of the Bomberman series and the first Bomberman game to be released for the PlayStation in North America.

This version maintains the style of play of the 2D Bomberman games, but has a pseudo-3D look to it.

US Rarity: 3
EU Rarity: 4

8.5

US Rarity: 3
EU Rarity: 4

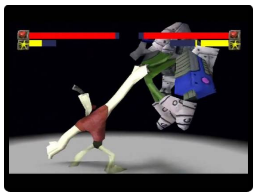
The Bombing Islands

Developer Kemco
Publisher Kemco
Release date (us) May, 2001
(eu) 1998
Genre Puzzle
Players 1 Player

The Bombing Islands, known as The Bombing Islands: Kid Clown's Craze Puzzle in Japan, is a puzzle game released for the PlayStation.

The story of the game has the main character Kid Clown, from the earlier Kid Klown series of video games, given a message from the King Clown to rid the planet of bombs on all six continents.

6.2



US Rarity: 3

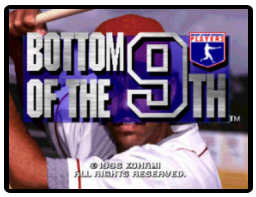
Boombots

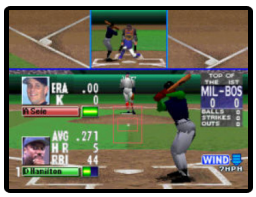
Developer The Neverhood
Publisher SouthPeak Games
Release date (us) October 31, 1999
Genre Fighting
Players 1-2 Players

BoomBots is a fighting game, created by Doug TenNapel, best known as the creator of Earthworm Jim. Like other games developed by The Neverhood Inc., (The Neverhood and Skull-monkeys), BoomBots featured distinctive claymation visuals and various amounts of toilet humor.

The game was both a critical and commercial failure.

6.7





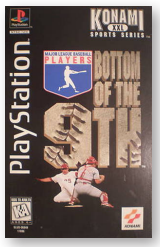
US Rarity: 2

Bottom of the 9th

Developer Konami
Publisher Konami
Release date (us) April 4, 1996
Genre Sports
Players 1-2 Players

Bottom of the 9th, originally released for the Sega Saturn, is a heavily updated version of Konami's 1989 arcade game Bottom of the Ninth.

One of the earliest in Konami's franchise, this version featured 300 actual MLB players at the time, but did not feature the MLB licensed teams. Players can choose to either play against a friend in Exhibition, Season or Playoffs.



Bottom of the 9th ‘97

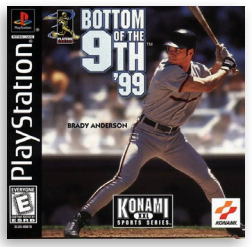
6.2

Developer Konami
Publisher Konami
Release date (us) 1997
Genre Sports
Players 1-2 Players

The sequel to Bottom of the 9th, this version still continues to provide players with a full authentic MLB license including teams, their respective logos and over 700 of the major players of the time in 3D polygon graphics.

If also features the obligatory game modes such as Exhibition, Season, Championship and the like along with extensive stat tracking in numerous categories and the ability to trade players to build the ultimate “dream team”.

US Rarity: 2



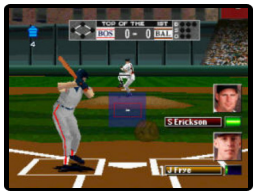
Bottom of the 9th ‘99

7.4

Developer Konami
Publisher Konami
Release date (us) July, 1998
Genre Sports
Players 1-2 Players

Bottom of the 9th ‘99 does not have a Major League Baseball license but it is endorsed by the Major League Baseball Players Association. This game has the 1998 opening day rosters with over 700 players. This game has six playing modes: exhibition, season, training, trade, statistics, and scenario mode.

Baltimore Orioles center fielder Brady Anderson is featured on the cover.



US Rarity: 2

Bowling

6.3

Developer Agetec Inc.
Publisher Tamsoft
Release date (us) May 14, 2001
Genre Sports
Players 1-4 Players

A simulation of the classic game of the same name. The game is a standard bowling game with three modes, normal, special, and quest, and multiplayer options.

Normal mode is the regular bowling game, but special mode sets up 45 pins instead of the usual 10. Quest mode, randomly places 3 pins in the lane, creating a more strategic play.

“mobygames.com”

US Rarity: 1

8.1

US Rarity: 2
EU Rarity: 3

BRAHMA Force: The Assault on Beltlogger 9

Developer	Genki Co., Ltd
Publisher	Jaleco
Release date	(us) March 31, 1997 (eu) March, 1998
Genre	Shooter
Players	1 Player

The game is a mech-based FPS. The player pilot a Bipedal Robotic Assault Heavy Mechanized Armor through the Beltlogger 9 excavation colony.

5.8

US Rarity: 7

BrainDead 13

Developer	ReadySoft
Publisher	ReadySoft
Release date	(us) March, 1996
Genre	Adventure
Players	1 Player

Brain Dead 13 is an Interactive movie game released for MS-DOS in 1995 and later ported to consoles in 1996. Unlike Dragon's Lair and Space Ace, which began as laserdiscs, it was released for PCs and game consoles only.

The game consists entirely of quick time events. During gameplay exploration is freer than in most previous interactive games, with most rooms linked to crossroads.

4.3

US Rarity: 2
EU Rarity: 3

Bratz

Developer	D.C. Studios Inc., (eu) Ubisoft
Publisher	Ubisoft
Release date	(us) March 12, 2003 (eu) May 2, 2003
Genre	Rhythm
Players	1-2 Players

Bratz is a dance game where the player can be one of the 5 Bratz girls. One can practice or make the way through the Bratz tournament.

There's a competitive dance mode and a copycat mode where the player can have "fun" with friends.

Brave Fencer Musashi

8.1

Developer	Square
Publisher	Square EA
Release date	(us) October 31, 1998
Genre	Role-playing Game
Players	1 Player

Brave Fencer Musashi is an action role-playing, involving real-time combat in a 3D environment, and features voice overs for most dialogue. Brave Fencer Musashi was scored by Tsuyoshi Sekito, a former Konami employee.

The story follows Musashi, a young swordsman who is summoned to a parallel world to defend Allucanet Kingdom from the Thirstquencher Empire.

US Rarity: 3

Bravo Air Race

7.1

Developer	Xing Entertainment
Publisher	THQ
Release date	(us) September 30, 1997 (eu) December, 1997
Genre	Racing
Players	1-2 Players

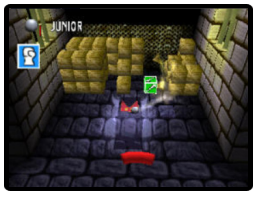
Bravo Air Race, known as Reciproheat 5000 in Japan and Air Race in Europe, is an arcade/action racing video game.

Bravo Air Race features several prominent aircraft from several decades. Using exploits it's possible to unlock jet planes and alternate racing colors. A sequel to this game was made, which is known as "Air Race Championship" and was only released in Japan.

US Rarity: 3
EU Rarity: 4

Breakout

6.7



Developer	Supersonic Software Ltd
Publisher	Hasbro Interactive
Release date	(us) September 22, 2000 (eu) October 6, 2000
Genre	Breakout
Players	1-2 Players

Breakout started first as an arcade game developed and published by Atari, Inc., influenced by the 1972 Atari arcade game Pong.

The updated Breakout for the PlayStation, featured an ongoing storyline.

US Rarity: 3
EU Rarity: 4

2.8

EU Rarity: 2

Break Point Tennis

Developer Smart Dog
Publisher Ocean
Release date (eu) December, 1996
Genre Sports
Players 1-2 Players

Break Point is a basic tennis game. The user can play on several different courts which differ in surroundings and style. There's a couple of fantasy courts as well as some real life courts. Player can choose between various motion captured players and game modes including practice, cup, tournament and so on. The speciality in this one is the fact that one can play with up to 8 players in tournament.

8.3

US Rarity: 3
EU Rarity: 4

Breath of Fire III

Developer Capcom
Publisher Infogrames
Release date (us) April 30, 1998
(eu) October 1, 1998
Genre Role-playing game
Players 1 Player

Breath of Fire III is part of the Breath of Fire series. It is the first game in the franchise to feature three-dimensional graphics and voice acting. The title was developed by director Makoto Ikehara and features a unique jazz-inspired soundtrack by company composers Yoshino Aoki and Akari Kaida.

The story takes place in a fantasy world where humans live alongside anthropomorphic creatures.

8.1

US Rarity: 3
EU Rarity: 2

Breath of Fire IV

Developer Capcom
Publisher CE Europe Ltd.
Release date (us) November 28, 2000
(eu) August 3, 2001
Genre Role-playing game
Players 1 Player

Breath of Fire IV, released in Japan as Breath of Fire IV: Utsurowazaru Mono, is a role-playing video game, originally released for the PlayStation and later ported to Windows-based PCs in Europe and Japan in 2003.

Just as in previous games of the series, Breath of Fire IV follows the adventures of a young man named Ryu, who has the power to transform into powerful dragons.

Brian Lara Cricket

7.2

EU Rarity: 1

Developer Codemasters
Publisher Codemasters
Release date (eu) December 8, 1998
Genre Sports
Players 1-2 Players

Brian Lara Cricket, also known as Brian Lara Cricket'99 and Shane Warne Cricket in Australia and New Zealand, is a cricket game, personally endorsed by West Indian cricketer Brian Lara, and a follow-up to the successful Brian Lara Cricket and Brian Lara Cricket '96.

Commentary for the games is provided by commentator Geoffrey Boycott and cricket broadcaster Jonathan Agnew.

Brigandine

8.2

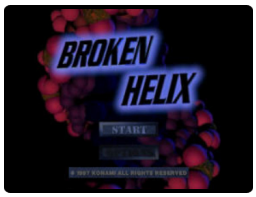
US Rarity: 4

Developer Hearty Robin
Publisher Atlus
Release date (us) October 31, 1998
Genre Role-playing Game
Players 1 Player

Brigandine is a tactical role-playing game, where the player chooses one of the nations of the fictional continent of Forsena, and has the goal of conquering the other nations by taking their castles, using troops composed by human commanders and fictional creatures. Although primarily a turn-based strategy game, the game includes some characteristics of tactical role-playing games.

Broken Helix

6.2



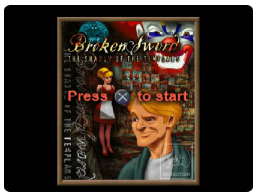
US Rarity: 3
EU Rarity: 3

Developer Konami
Publisher Konami
Release date (us) May 31, 1997
(eu) February, 1998
Genre Action
Players 1 Player

Broken Helix is a shooting game that boasts "4-D" real time gameplay, allowing the player to activate and deactivate certain objects in later levels of the game. It also has four plot lines, allowing the player to finish the game in four different ways.

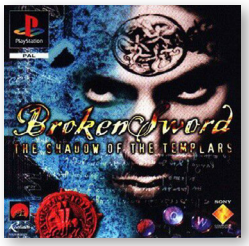
The main character is explosives expert Jake Burton of the Marines division, voiced by Bruce Campbell.

7.8



US Rarity: 2
EU Rarity: 3

Broken Sword: The Shadow of the Templars

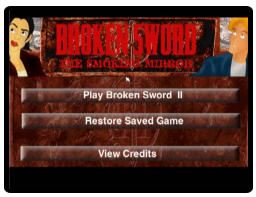


Developer	Revolution Software
Publisher	THQ
Release date	(us) January 31, 1998 (eu) December, 1996
Genre	Adventure
Players	1 Player

Broken Sword: The Shadow of the Templars, known as Circle of Blood in North America, is a 1996 point-and-click adventure game, that takes place in both real and fictional locations in Europe and the Middle East.

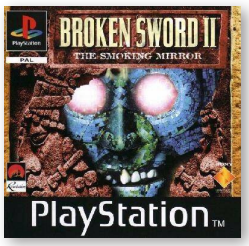
The game was acclaimed by critics.

7.7



US Rarity: 3
EU Rarity: 2

Broken Sword: The Smoking Mirror



Developer	Revolution Software
Publisher	SCEE
Release date	(us) November 30, 1999 (eu) November 14, 1997
Genre	Adventure
Players	1 Player

Broken Sword II: The Smoking Mirror is a point-and-click adventure video game, and the second installment in the Broken Sword series. The player assumes the role again of George Stobbart, a young American who is an eyewitness to the kidnapping of his girlfriend Nicole Collard.

Unlike the first Broken Sword game, which garnered critical acclaim, The Smoking Mirror received mixed to positive reviews.

7.3

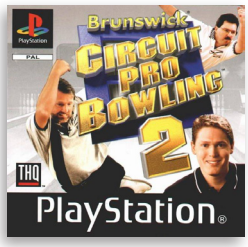
US Rarity: 4
EU Rarity: 3

Brunswick Circuit Pro Bowling

Developer	Adrenalin Entertainment
Publisher	THQ
Release date	(us) September 30, 1998 (eu) November, 1998
Genre	Sports
Players	1-6 Players

Brunswick Circuit Pro Bowling is a ten pin bowling game released for the PC, Nintendo 64 and PlayStation.

The game has the following game modes: exhibition, skins, tournament, career, practice, and cosmic. There are different lane conditions and different balls that react differently as well as a physics engine that simulates real-life bowling physics.



Brunswick Circuit Pro Bowling 2

7.2

Developer	Adrenalin Entertainment
Publisher	THQ
Release date	(us) January 31, 2000 (eu) March, 2000
Genre	Sports
Players	1-8 Players

Brunswick Circuit Pro Bowling 2 is the second in the Brunswick Circuit series of bowling games. The game uses many aspects of the original game, improves them and adds new features.

Modes of play include: Amateur and Pro Career Mode, Cosmic Bowl, Skills Challenge, and Skins.

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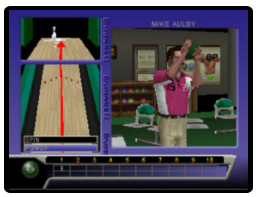


US Rarity: 6
EU Rarity: 3

Bubble Bobble also featuring Rainbow Islands

7.6

Developer	Taito, (eu) Acclaim Studios London
Publisher	Acclaim
Release date	(us) 1996 (eu) October, 1996
Genre	Compilation
Players	1-2 Players

Bubble Bobble was originally an arcade game by Taito, first released in 1986 and later ported to numerous home computers and game consoles. One or two players attempt to save their friends in this re-release of the 1987 classic puzzle/action game. Players blow bubbles to trap enemies. When they pop the bubbles, fruit comes out and the players compete for the points.

US Rarity: 4
EU Rarity: 4

Bubsy 3D

3.0

Developer	Eidetic Inc
Publisher	Telstar Electronic Studios
Release date	(us) October 31, 1996 (eu) August 1997
Genre	Platform
Players	1-2 Players

Bubsy 3D, known as Bubsy is 3D in Furbitten Planet in Germany, is a platform video game, designed by Michael Berlyn. It is one of the first 3D platform games, though with limited movement.

The game was very poorly received and was regarded as one of the worst games of all time by GameTrailers and IGN.
, and GamesRadar. Many of the major elements of the game re-

US Rarity: 4
EU Rarity: 3

6.0

US Rarity: 3
EU Rarity: 3

Bug Riders

Developer GT Interactive
Publisher n-Space
Release date (us) November, 1997
(eu) 1998
Genre Racing
Players 1-2 Players

Bug Riders offers a twist on the racing genre. The player can choose one of eight insect mounts and race across the six courses making up the "Great Race." Instead of having a normal accelerate button, one must cane the bug to make it move faster. The six tracks are filled with shortcuts and power-up items, such as missiles and bombs, to blast opponents.

5.6

EU Rarity: 4

A Bug's Life Activity Centre

Developer Disney Interactive Studios
Publisher SCEE
Release date (eu) December 1, 1999
Genre Edutainment
Players 1 Player

Disney's Pixar - A Bug's Life - Activity Center is one of the activity centers from Disney. The game is made for kids, who may explore ant island and playing games with Flik, Dot and Francis. Players can make their own puppet show by making puppets, scenes and choosing dialogue and take bug pictures to learn about different types of bugs.

7.2

EU Rarity: 3

Buggy

Developer Gremlin Interactive
Publisher Gremlin Interactive
Release date (eu) July, 1998
Genre Racing
Players 1-2 Players

Buggy is a racing game where the player drive a small radio controlled car. The player can choose between 12 different cars, some to be unlocked, to control. The game consists of 16 levels and a number of bonus levels. There are three game modes: Time attack, Challenge 1 and Challenge 2.

Bugs Bunny: Lost in Time

7.5

Developer	Behaviour Interactive
Publisher	Infogrames
Release date	(us) May 31, 1999 (eu) June, 1999
Genre	Platform
Players	1 Player

Bugs Bunny: Lost in Time is a Looney Tunes platform video game. An indirect sequel, Bugs Bunny and Taz: Time Busters, was produced for the same console a year later.

The object of the game is to collect time clocks to progress through different eras via a time machine. Bugs must utilize his unique abilities to solve puzzles and defeat various enemies throughout the levels.

US Rarity: 3
EU Rarity: 2

Bugs Bunny & Taz: Time Busters

7.3

Developer	Behaviour Interactive
Publisher	Infogrames
Release date	(us) November 24, 2000 (eu) November 24, 2000
Genre	Platform
Players	1-2 Players

Bugs Bunny & Taz: Time Busters is the second Looney Tunes video game for the PlayStation. The object of the game is to collect all the gears scattered around the levels and progress through all five different eras. The gameplay plays much the same as Bugs Bunny: Lost in Time, retaining Bugs' traits, but introducing new ones to Taz, as well as a co-op mode where one player can control Bugs, with the other controlling Taz.

US Rarity: 4
EU Rarity: 3

Baby Felix Tennis

7.0

Developer	Spark Creative SARL
Publisher	Light & Shadow Production
Release date	(eu) January 1, 2002
Genre	Sports
Players	1-2 Players

Baby Felix Tennis are based on the kids animated television cartoon that ran in 2000 and featured infant character versions of Joe Oriolo's Felix television cartoon from the fifties.

Players can choose to play as either Baby Felix, Kitty, or Tattoo, plus four others can be unlocked by achieving set challenges in-game.

EU Rarity: 3

6.0

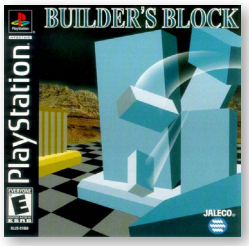
US Rarity: 4
EU Rarity: 3

Builder's Block

Developer Taito Corporation
Publisher Jaleco
Release date (us) July 12, 2000
Genre Puzzle
Players 1-2 Players

Builder's Block, known in Europe as Landmaker, is a versus action puzzle game similar in appearance to Taito's own Puzzle Bobble, though it plays more like Puyo Puyo or Baku Baku Animal.

The game was distributed through the PlayStation Network in Japan by Square Enix.



7.1

US Rarity: 3
EU Rarity: 4

Burning Road

Developer Toka
Publisher Playmates Interactive Entertainment
Release date (us) September 30, 1996
(eu) November, 1996
Genre Racing
Players 1-2 Players

Burning Road is a 1996 arcade racing game in which the player are timed in races and must race through checkpoints to gain more time. The game differs from other console arcade racing games in that the player are timed to pick a track, a car and the transmission like in arcades.

There are three difficulty levels: Easy, Medium and Hard.

6.0

US Rarity: 2
EU Rarity: 3

Burstrick: Wake Boarding!!

Developer Metro
Publisher Natsme, (eu) JVC Digital Studios
Release date (us) February 28, 2001
(eu) 2001
Genre Sports
Players 1 Player

BursTrick: Wake Boarding!! is an extreme-sports game using gameplay similar to Wave Race 64, the main difference being that, as the player are pulled by a boat when wake boarding, it is almost like an auto-scroller and one do not have nearly as much freedom of movement.

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Bushido Blade

7.1

Developer	Square, Light Weight
Publisher	Sony Computer Entertainment
Release date	(us) September 30, 1997 (eu) February 2, 1998
Genre	Fighting
Players	1-2 Players

Bushido Blade features one-on-one armed combat. Its name refers to the Japanese warrior code of honor, Bushidō.

The bulk of the gameplay in Bushido Blade revolves around one-on-one third-person battles between two opponents. Unlike most fighting games, however, no time limit or health gauge is present during combat. Most hits will cause instant death.

US Rarity: 2
EU Rarity: 3

Bushido Blade 2

7.2

Developer	Square, Light Weight
Publisher	Square EA
Release date	(us) February 28, 1998
Genre	Fighting
Players	1-2 Players

Bushido Blade 2 is the sequel to Bushido Blade, which had been released the previous year.

Due to disagreements between Square and the games' developer, Light Weight, the series ended abruptly with this game, despite the fact that this game's ending left open the possibility of a sequel. Light Weight would later use the same game engine in the Kengo series.

US Rarity: 2

Bust a Groove

7.7

Developer	Metro Graphics
Publisher	SCEE
Release date	(us) October 31, 1998 (eu) November 25, 1998
Genre	Rhythm
Players	1-2 Players

Bust a Groove is a hybrid music/fighting game. The game combined PaRappa the Rapper-like rhythm-based gameplay with fighting game elements, including special moves designed to damage the opponent and a focus on head-to-head competitive play.

The game had a sequel, Bust a Groove 2.

US Rarity: 5
EU Rarity: 5

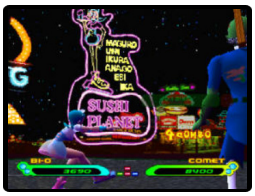
8.3

US Rarity: 6

Bust a Groove 2

Developer Metro Graphics
Publisher SCEE
Release date (us) October 31, 1998
(eu) November, 1998
Genre Rhythm
Players 1-2 Players

Bust a Groove 2, known as Bust A Move 2: Dance Tengoku Mix in Japan, is the sequel to Bust-a-Groove. The game adds new characters and music to the dancing game. Other changes were made in the interface graphics, but the bulk of the gameplay is the same as the original.



7.9

US Rarity: 4
EU Rarity: 2

Bust-A-Move 2 Arcade Edition

Developer Taito
Publisher Taito
Release date (us) October 31, 1998
(eu) 1996
Genre Puzzle
Players 1-2 Players

Puzzle Bobble 2 is the first sequel to “Puzzle Bobble”, It was entitled in Europe and North America as Bust-A-Move Again on the arcade and Bust-A-Move 2 on the home consoles. The game is a spin-off from Bubble Bobble.

This game has become notorious for one version of its cover art. The US version featured a picture of several large balls, with screaming faces with sticks holding their eyes open.

7.6

US Rarity: 4
EU Rarity: 3

Bust-A-Move ‘99

Developer Taito
Publisher Acclaim
Release date (us) February 28, 1999
(eu) February 27, 1998
Genre Puzzle
Players 1-2 Players

Bust-A-Move `99, known as Bust-A-Move 3 DX in Europe, is the second sequel to Bust-A-Move 2. Like its predecessors, the player is tasked with shooting balls at groups of balls, creating groups of 3 or more, which are then removed from play.

It would be the final appearance of Puzzle Bobble on the Sega Saturn.

Bust-A-Move 4

7.9

Developer	Taito
Publisher	Acclaim
Release date	(us) October 31, 1998 (eu) April 15, 1999
Genre	Puzzle
Players	1-2 Players

Bust-a-Move 4 is the third sequel to the video game Puzzle Bobble and is the final appearance of the series on PlayStation. The game is also the final title to be recognizably similar in presentation to the original.

Building upon the success of Puzzle Bobble 3, the game adds a pulley system that requires two sets of bubbles, attached to either side of a rope hanging across two pulleys.

US Rarity: 4
EU Rarity: 3

Buster Bros. Collection

7.8

Developer	Mitchell Corporation
Publisher	Atari
Release date	(us) March 31, 1997 (eu) June, 1998
Genre	Action
Players	1-2 Players

The game is a collection of 3 classic Buster Bros. games: Buster Bros., Super Buster Bros., and Buster Buddies. The games are known as Pang in Europe.

Each game plays virtually the same- these are action-puzzle hybrids, akin to Bubble Bobble, where the player maneuver the character along the bottom of the screen and fire a rope gun that causes the bubbles to break into smaller bubbles.

US Rarity: 3

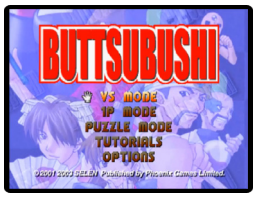
Buttsubushi

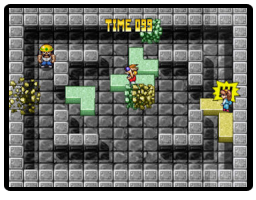
5.0

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2003
Genre	Puzzle
Players	1-2 Players

A budget-priced title from European publisher Phoenix Games.

The game is an action puzzle with 100 levels and a multiplayer mode for up to 4 players.





EU Rarity: 4

6.7

US Rarity: 3
EU Rarity: 2

Buzz Lightyear of Star Command

Developer	Traveller's Tales
Publisher	Activision
Release date	(us) September 26, 2000
	(eu) February 9, 2001
Genre	Action
Players	1 Player

Buzz Lightyear is based on an animated movie and television series of the same name. Buzz Lightyear is an elite space ranger, who travels from planet to planet hunting down supervillians.

The gameplay revolves around Buzz chasing down the various villains from the show, and defeating them using different color-coded weapons.

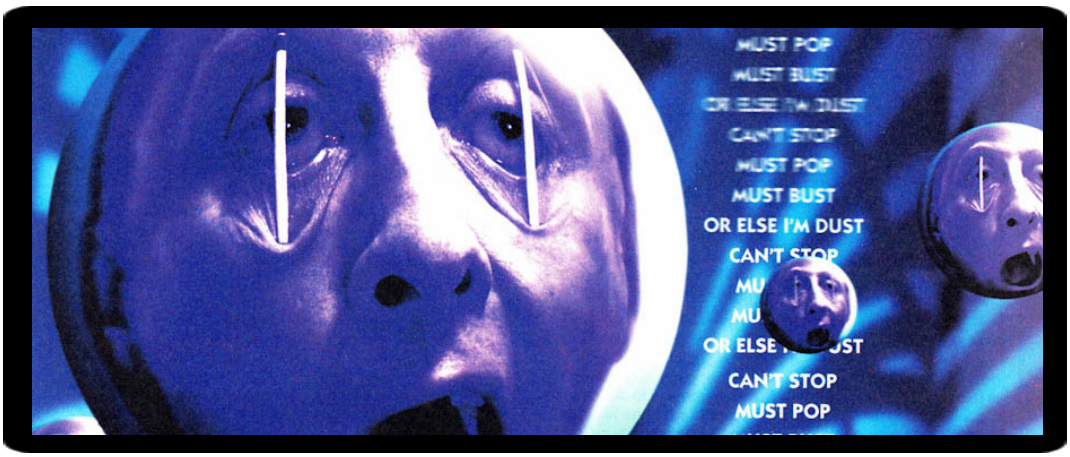
6.1

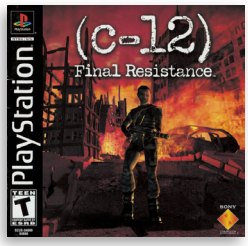
US Rarity: 3
EU Rarity: 2

Bear in the Big Blue House

Developer	DC Studios
Publisher	UbiSoft
Release date	(us) March, 2002
	(eu) December 13, 2002
Genre	Mini Games
Players	1 Player

Based on the TV show of the same name, Bear in the Big Blue House invites players to Ojo's birthday party. The goal is to help Ojo find her presents. To do so, the player must participate in eleven mini-games, each having two difficulty levels. There are two ways to explore and play, Adventure Mode and Activity Mode. The game is aimed at younger players.





C-12: Final Resistance

6.5

Developer	SCE Studio Cambridge
Publisher	SCEE
Release date	(us) July 22, 2002 (eu) April 6, 2001
Genre	Action
Players	1 Player

The story of C-12: Final Resistance is set in the future, as aliens have invaded in an attempt to harvest all of the Earth's carbon resources (C-12 is a reference to 12C, the most abundant isotope of carbon). The player is Lieutenant Riley Vaughan, a cybernetic human soldier, and member of the underground resistance.

NTSC Rarity: 1
PAL Rarity: 2

C3 Racing: Car Constructors Championship

6.0

Developer	Eutechnyx
Publisher	Infogrames
Release date	(us) January, 1999
Genre	Racing
Players	1-2 Players

C3 Racing is a racing game. The game allows the player to race in 11 locations around the world in a variety of sports cars.

The term C3 Racing stands for three C's; Car Constructors Championship. The game was released in the UK as Max Power Racing as a tie-in to the magazine.

C: The Contra Adventure

5.4

Developer	Appaloosa Interactive
Publisher	Konami
Release date	(us) August 31, 1998
Genre	Action
Players	1 Player

The Contra Adventure is a 3D action game. It was the second of two Contra games Konami of America co-produced with Appaloosa, following Contra: Legacy of War in 1996.

The Contra Adventure was never released in Japan, nor was it released in Europe and Australia.

NTSC Rarity: 4

6.2

NTSC Rarity: 2

Cabela's Big Game Hunter: Ultimate Challenge

Developer	Coresoft
Publisher	Activision
Release date	(us) December 4, 2001
Genre	Hunting
Players	1 Player

The game was published in conjunction with hunting supply company Cabela's.

The game has 8 different locations; Alberta, Alaska, Montana, Missouri, Newfoundland, Colorado, Texas and Nebraska, where the player can hunt over 12 game animals.

5.0

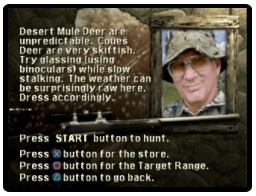
NTSC Rarity: 1

Cabela's Ultimate Deer Hunt: Open Season

Developer	Coresoft
Publisher	Activision
Release date	(us) October 30, 2002
Genre	Hunting
Players	1 Player

Cabela's Ultimate Deer Hunt: Open Season, is roughly based on the original 2001 PC game by nFUSION Interactive, but features a few different hunting locations and weapons

The game features six different firearms, multiple bows, scents, calls and lures among other things.



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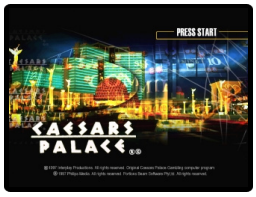


NTSC Rarity: 6
PAL Rarity: 3

Caesars Palace

Developer	Interplay
Publisher	Interplay
Release date	(us) October 31, 1997 (eu) January, 1998
Genre	Casino
Players	1-2 Players

Players enter the Las Vegas casino Caesars Palace and try to turn their starting $1000 dollars into a fortune.

The 5 casino games are roulette, blackjack, craps, slots, and baccarat. Players who need help, can learn how to play the games by watching official Caesars Palace tutorial videos on them.

Caesar's Palace 2000: Millennium Gold Edition

6.4

Developer	Runecraft
Publisher	Interplay Entertainment Corp.
Release date	(us) June 29, 2000 (eu) June 16, 2000
Genre	Casino
Players	1-2 Players

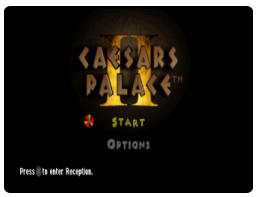
Caesar`s Palace 2000 includes Blackjack, Craps, Roulette, Slots, Baccarat, Video Poker among others.

The game has game tutorials to learn how to play.

NTSC Rarity: 3
PAL Rarity: 3

Caesar's Palace II

6.4



Developer	Runecraft
Publisher	Interplay Entertainment Corp.
Release date	(us) October, 1998 (eu) November 1, 1998
Genre	Casino
Players	1-4 Players

Caesars Palace II is the follow-up of Caesars Palace where once again the player is given $1,000 to either make a fortune from it or bust and go home empty handed.

The game supports four players and authentic odds verified by a expert statistician William Bertram, Ph.D and also features Caesars Palace Guide to Gaming to help the player along.

NTSC Rarity: 4
PAL Rarity: 3

California Surfing

4.0

Developer	Midas Interactive
Publisher	Midas Interactive
Release date	(eu) July 2, 2003
Genre	Sports
Players	1-4 Players

California Surfing is an budget arcade cartoon theme surfing game set among the beaches of the California Coast.

The game features play with up to 4 players, 8 characters to choose from, each with their own unique style and tricks, whit option to upgrade the riders' stats for better performance.

PAL Rarity: 3

3.0

PAL Rarity: 2

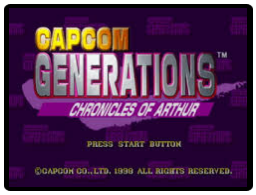
California Watersports

Developer Theyer GFX
Publisher Midas Interactive
Release date (eu) March 30, 2001
Genre Sports
Players 1-2 Players

California Watersports allows players to free ride surf beaches and compete in wave riding competitions on a selection of surf-boards, jet watercraft, windsurfers and bodyboards.

The player can compete with other players or the computer in various contests including a beach competition, big air contests, extreme trick event, and the Rider Championship.

7.6



PAL Rarity: 4

Capcom Generations

Developer Capcom
Publisher Virgin Interactive
Release date (eu) September 3, 1999
Genre Compilation
Players 1 or 2 Players

Capcom Generations is a series of five video game compilations. Each volume contains three or four games from a particular series or game genre and were ported directly from their original arcade versions (with the exception of Super Ghouls'n Ghosts, which was originally a Super NES game). Each disc also contains a "collection mode" featuring history, tips, art-work, character profiles, arranged music and other unlockable contents for each game.

7.3

NTSC Rarity: 3
PAL Rarity: 3

Capcom VS SNK: Pro

Developer Capcom
Publisher Capcom
Release date (us) August 14, 2002
(eu) July 12, 2002
Genre Fighting
Players 1-2 Players

Capcom vs. SNK: Millennium Fight 2000 is a head-to-head fighting game originally released as a coin-operated arcade game for Sega's NAOMI hardware and later ported to the Playstation.

Capcom vs. SNK utilizes a "ratio" system, in that the "ratio" is a rating of a character's overall strength, ranging from 1 to 4.

Car & Driver Presents: Grand Tour Racing '98

7.8

Developer	Eutechnyx
Publisher	Activision, (eu) Ocean Software
Release date	(us) September 30, 1997 (eu) November, 1997
Genre	Racing
Players	1-4 Players

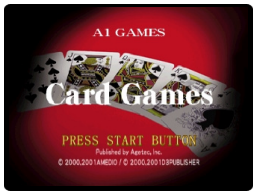
Car & Driver Presents: Grand Tour Racing '98, known as Total Drivin in Europe, is a racing game. The game had different soundtracks for the PAL and NTSC versions.

The game has five different classes of cars in six different locations.

NTSC Rarity: 2

Card Games

6.6



Developer	Amedio
Publisher	Agetec Inc.
Release date	(us) August 28, 2001
Genre	Casino
Players	1-2 Players

Card Games is a budget title with various card games; draw poker, black Jack, speed, seven card stud poker, president and baccarat.

The game starts the player out with a small amount of chips and the goal is winning enough cash to purchase items at the shop. Merchandise includes new background music, access to higher stakes tables, and furnishings.

NTSC Rarity: 2

Card Shark

4.0

Developer	Bottom Up
Publisher	Mud Duck Productions, (eu) Midas Interactive
Release date	(us) September 26, 2002 (eu) February 16, 2001
Genre	Casino
Players	1-2 Players

Card Shark, known as Family Card Game Fun Pack in North America, is a collection of card games, most of which are single player games, in which the player competes against three AI opponents in any of ten games. The games that can be played in this product are: Seven In A Row, The Rich Man, Splash, Page One, Seven Bridges, Old Maid/Old Man, Speed, Poker, Blackjack, and Concentration.

PAL Rarity: 2

5.9

NTSC Rarity: 1
PAL Rarity: 3

Cardinal Syn

Developer Kronos Digital Entertainment
Publisher SCEE
Release date (us) June 30, 1998
(eu) January 9, 1998
Genre Fighting
Players 1-2 Players

Cardinal Syn is a fighting game developed by Kronos Digital Entertainment, the creators of Criticom and Dark Rift.

The game is a 3D fighting game with free roaming features that allows the player to move around a small interactive stage during the fight, similar to Ehrgeiz. The combatants are designed out of a dark fantasy world similar to Dungeons & Dragons.

6.1

PAL Rarity: 2

Carmageddon

Developer SCi
Publisher Ubisoft
Release date (eu) October 1, 1999
Genre Vehicular combat
Players 1-2 Players

The game that became Carmageddon started out as “3D Destruction Derby”, a banger racing sim prototyped by Stainless Software. This was signed by SCi in 1995, but the banger-racing angle was soon dropped and for a while the game was to use the Mad Max license. This fell through, and was replaced by the Death Race 2000 license. This introduced the running-over of pedestrians into the game. This license also fell through. SCi and Stainless took the decision to proceed anyway.

6.7

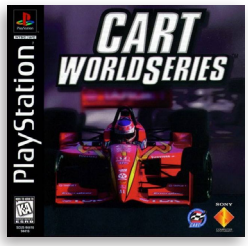
NTSC Rarity: 5
PAL Rarity: 3

Carnage Heart

Developer Artdink
Publisher SCEA, (uk) SCEE
Release date (us) January 31, 1997
(eu) May, 1997
Genre Strategy
Players 1 Player

Carnage Heart`s gameplay is a mecha-based, turn-based strategy game, where the player takes the role of a commander in a war fought by robots.

The game features a fairly complex negotiation system that allows the player to purchase, research, or upgrade new equipment and parts.



CART World Series

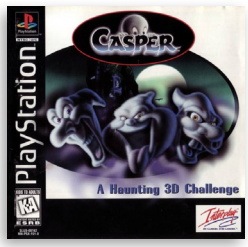
6.8

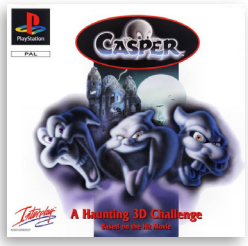
Developer SCEA
Publisher SCEE
Release date (us) September 16, 1997
Genre Racing
Players 1-2 Players

CART World Series is based on the Championship Auto Racing Teams (CART) open-wheel racing series.

This game is licensed and features many notable drivers from the late 1990s, such as Greg Moore, Al Unser Jr. and Paul Tracy. The game also features 10 authentic tracks as well as realistic handling and damage.

NTSC Rarity: 3





Casper

6.1

Developer Funcom
Publisher Interplay
Release date (us) August 31, 1996
(eu) October, 1996
Genre Adventure
Players 1 Player

Casper plays as a top-view action-adventure game with pre- rendered graphics. The game consists of three acts, first finding tokens of friendship for Kat and Dr. Harvey, then finding the pieces for the Lazarus machine, and finally finding the Cellular Integrator while exploring the mansion and dealing with the Ghostly Trio.

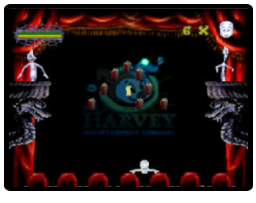
NTSC Rarity: 1
PAL Rarity: 3

Casper: Friends Around the World

5.0

Developer Realtime Associates
Publisher Sound Source
Release date (us) November 16, 2000
(eu) December 15, 2000
Genre Action
Players 1 Player

Players join Casper in his quest to rescue his lost friends and help them return home after being scattered all over the world by the evil ghost Kibosh. Players will have to guide Casper through over 10 levels, each filled with classic platform game action and adventure. With Casper, players can explore each level to find the missing map page, and to collect all of the scattered friendship crystals.



NTSC Rarity: 3
PAL Rarity: 3

7.3

NTSC Rarity: 5
PAL Rarity: 3

Castlevania Chronicles

Developer	Konami Digital Entertainment
Publisher	Konami
Release date	(us) October 8, 2001 (eu) November 9, 2001
Genre	Action
Players	1 Player

Castlevania Chronicles is a platform video game originally released for the Sharp X68000 home computer in 1993 as Akumajō Dracula. The Playstation port included an Arranged Mode for new players, improved graphical effects, among other.

The game follows the same premise as Castlevania for the Nintendo Entertainment System, where the vampire hunter Simon Belmont must defeat Dracula and save Transylvania.

9.2

NTSC Rarity: 3
PAL Rarity: 2

Castlevania: Symphony of the Night

Developer	Konami Deutschland GmbH
Publisher	Konami
Release date	(us) October 2, 1997 (eu) November 1, 1997
Genre	Action
Players	1 Player

Castlevania: Symphony of the Night is an Action role-playing game and the sequel to Castlevania: Rondo of Blood.

Its initial commercial success was limited – particularly in the United States where it was not strongly publicized – but it was critically praised, gained sales through word-of-mouth and eventually became a hit.

6.7

NTSC Rarity: 3
PAL Rarity: 3

Castrol Honda Superbike Racing

Developer	Midas Interactive Entertainment
Publisher	Electronic Arts, (eu) THQ
Release date	(us) April 30, 1999 (eu) October 22, 1999
Genre	Racing
Players	1-2 Players

Castrol HONDA -World Superbike Team- Superbike Racing is a licensed motorcycle racing game, featuring the Honda RVF750 RC45 and the riders Aaron Slight and Colin Edwards of the 1998 Superbike World Championship season

Game modes are Practice Session, Trainer Session, Single Race, and Championship.

Castrol Honda VTR

8.0

Developer Interactive Entertainment
Publisher Midas Interactive
Release date (eu) February 9, 2001
Genre Racing
Players 1-2 Players

Castrol HONDA -World Superbike Team- VTR is a licensed motorcycle racing game, co-developed by Interactive Entertainment Ltd and Bubble Boy Ltd. The game features the Honda VTR1000 SP-1 and the riders Aaron Slight and Colin Edwards of the 2000 Superbike World Championship season

Game modes are Single Race, Championship, 2 Player Race, and 2 Player Championship.

PAL Rarity: 4

Catan: Die Erste Insel

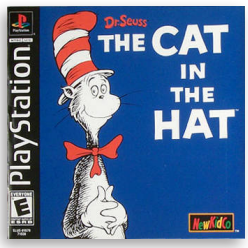
7.5

Developer Similis
Publisher Ravensburger Interactive Media GmbH
Release date (eu) March, 2001
Genre Strategy
Players 1-4 Players

Catan is an adaptation of the popular board game “The Settlers of Catan”. The game features a 3D environment that simulates playing the board game against several AI opponents.

The game includes a 12 mission campaign, with several missions developed by the board game designer Klaus Teuber.

PAL Rarity: 2



The Cat in the Hat

3.0

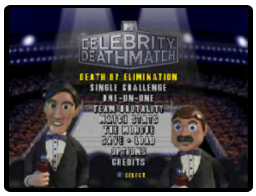
Developer NewKidCo
Publisher DC Studios
Release date (us) April 23, 2004
Genre Edutainment
Players 1 Player

The game is based on the original Dr. Seuss book. The game lets young players control the Cat in the Hat as he’s looking for objects to play games with. Collecting the objects unlock different arcade games that can be played over and over again to try to beat the best scores.

“mobygames.com”

NTSC Rarity: 3

3.4



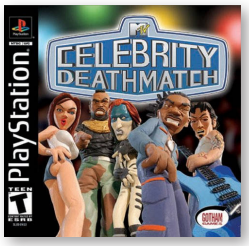
NTSC Rarity: 3
PAL Rarity: 2

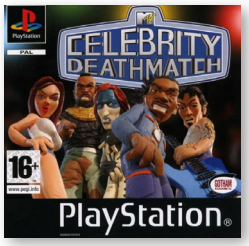
Celebrity Deathmatch

Developer	Coresoft
Publisher	Gotham Games
Release date	(us) October 21, 2003
	(eu) October 31, 2003
Genre	Fighting
Players	1-2 Players

Celebrity Deathmatch is a video game based on the Celebrity Deathmatch show. The game features celebrities and movie monsters as playable characters.

Within the match, several boxes containing various power-ups and weapons can be picked up by the players for advantage.





6.1

NTSC Rarity: 3
PAL Rarity: 3

Centipede

Developer	Leaping Lizard Software
Publisher	Atari
Release date	(us) April 30, 1999
	(eu) November 22, 1999
Genre	Shooter
Players	1-2 Players

This is a remake/modernization of the classic arcade shooter Centipede, originally released in arcades by Atari in 1980. The remake keeps some of the original game's shooter-style gameplay while mixing in more console-style exploration. A "classic" mode is also included, which allows players to play the classic game in a new "3D" isometric perspective.

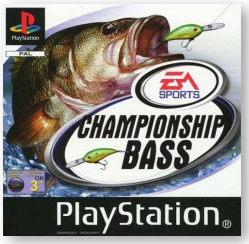
5.0

NTSC Rarity: 2
PAL Rarity: 3

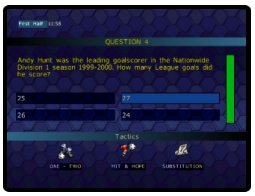
Championship Bass

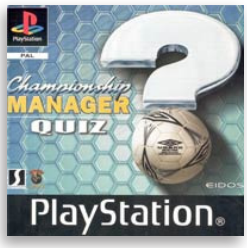
Developer	EA Seattle
Publisher	Electronic Arts
Release date	(us) February 29, 2000
	(eu) 2000
Genre	Sports
Players	1 Player

Championship Bass is a bass fishing simulator. The game's artificial intelligence creates a "realistic" simulated bass behavior: false strikes, swerves, return attacks, and short-strike lunges. Even if the player does land a strike, the fish will go for obstacles in order to break the line. The game offers multiple difficulty levels, plenty of tricks in the lure box, and multiple game modes.



Championship Manager Quiz





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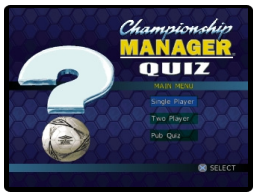


PAL Rarity: 1

Developer King of the Jungle
Publisher Eidos Interactive
Release date (eu) October 12, 2001
Genre Quiz
Players 1-2 Players

Championship Manager Quiz (informally named CM Quiz) is a football trivia quiz video game. The game mixes football knowledge and the rules and tactics involved in the sport.

There are over 11,000 questions cover over a broad range of football knowledge, from domestic to international, third division to golden boot winners.

Championship Motocross featuring Ricky Carmichael

6.6

NTSC Rarity: 2
PAL Rarity: 3

Developer Funcom Dublin
Publisher THQ
Release date (us) July 31, 1999
(eu) 1999
Genre Racing
Players 1-2 Players

This motocross game offers 9 customizable dirt bikes in three categories: 125cc, 250cc and 250cc. The six main modes include championship, split-screen head-to-head, single races and time attack modes. There are 12 tracks available and these have been divided into motocross, supercross and endure tracks, both indoor and outdoor, with different surfaces.

Championship Motocross 2001 featuring Ricky Carmichael

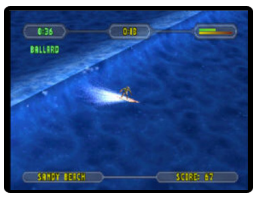
7.5

NTSC Rarity: 2
PAL Rarity: 2

Developer Funcom Dublin
Publisher THQ
Release date (us) January 30, 2001
(eu) March 6, 2001
Genre Racing
Players 1-2 Players

This is the sequel to Championship Motocross Featuring Ricky Carmichael. This version has 30 of the top motocross riders including the game's namesake, Ricky Carmichael. There are a plethora of tracks to race on that range from regular races and stunt tracks.

7.8



NTSC Rarity: 1
PAL Rarity: 2

Championship Surfer

Developer Krome Studios
Publisher Mattel
Release date (us) December 4, 2000
(eu) October 19, 2001
Genre Sports
Players 1-8 Players

In this surfing game the player can choose from 10 beaches around the world, and surf them with the help of 8 championship surfers, including Cory Lopez and Shane Beschen.

The in-game waves, which will swell, curl, and break, were created using Krome Studios' own 3D game engine called Merkury.

6.2

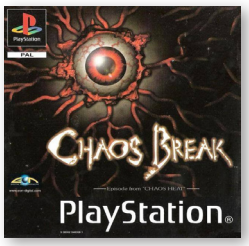
PAL Rarity: 3

Chaos Break

Developer Eon
Publisher Eon
Release date (eu) December 8, 2000
Genre Survival horror
Players 1 Player

Chaos Break is essentially a third-person shooting game, with echoes of survival horror such as Resident Evil and Dino crisis.

Set in an abandoned biochemical laboratory on an isolated island, the two player characters, Mitsuki and Rick, are part of an investigatory and cleansing force sent to find out the cause of an 'anomalous thermal reaction'.



6.5

NTSC Rarity: 1
PAL Rarity: 2

Chase the Express

Developer Sugar & Rockets Inc., Tyo Entertainment
Publisher SCEE
Release date (us) May 31, 2000
(eu) September 8, 2000
Genre Adventure
Players 1 Player

Chase the Express, known as Covert Ops: Nuclear Dawn in North America, is a third-person shooter, with other elements including puzzle solving, key searching, stealth and, at several points, driving the train.

Weapons can be customized using parts obtained throughout the game.

Checkmate

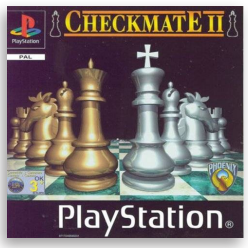
Developer	Altron
Publisher	Midas Interactive
Release date	(eu) April 12, 2001
Genre	Board game
Players	1-2 Players

The game is a simple chess game with some features, like one or two player mode, dozens of different in-game options, difficulty settings, a tutorial mode, and a range of visual guides.

6.5

PAL Rarity: 2

Checkmate II



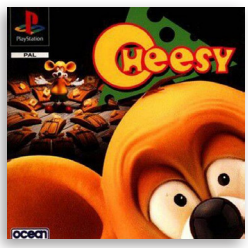
Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(us) May 2, 2003
Genre	Board game
Players	1-2 Players

Another budget chess game, with some features; 12 different computer controlled challengers, multiple difficultly levels from beginner to expert, 4 different game modes including free match and winner advances, and a 2 player multiplayer mode.

4.5

PAL Rarity: 2

Cheesy



Developer	CTA Developments
Publisher	Ocean Software
Release date	(eu) November, 1996
Genre	Platformer
Players	1 Player

Cheesy is a third-person, 3D platform game that stars a mouse named Cheesy who has been captured by a mad scientist for his genetic experiments. However, aliens attack the castle and in the commotion Cheesy escapes.

Cheesy contains 24 levels including a range of minigames such as “mine cart chases”.

5.6

PAL Rarity: 4

7.0

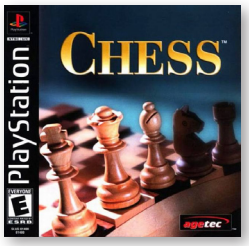
NTSC Rarity: 2

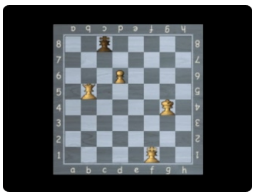
Chess

Developer Success
Publisher A1 Games
Release date (us) 2001
Genre Board game
Players 1-2 Players

A PlayStation adaptation of the classic board game that allows two-player play or single player matches against ten different computer opponents.

The game provides narrated video clips describing the history and rules of the game.





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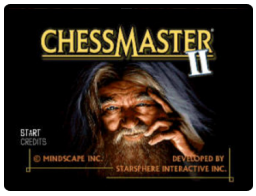


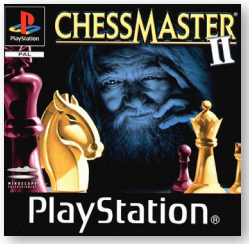
NTSC Rarity: 5
PAL Rarity: 4

Chessmaster II

Developer Starsphere Interactive
Publisher Mindscape Inc.
Release date (us) May 31, 1999
(eu) 1999
Genre Board game
Players 1-2 Players

Chessmaster II continues the tradition of the Chessmaster series on the PlayStation. The game supports a real-time 3D board, more than a dozen chess sets, a variety of AI-controlled characters to play against, in addition to English language advice and a host of teaching features. There is also a complete chess tutorial.

"mobygames.com"



6.2

NTSC Rarity: 4
PAL Rarity: 4

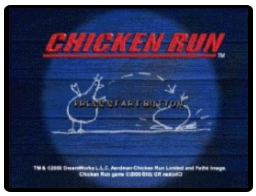
The Chessmaster 3-D

Developer Mindscape Inc.
Publisher Mindscape Inc.
Release date (us) 1996
(eu) July, 1996
Genre Board game
Players 1-2 Players

Chessmaster 3-D brings the Chessmaster 4000 chess engine to consoles. The game provides six 3D chess sets and lets the player control the camera to view the board from almost any angle. Twelve computer opponents are provided, each with a different play strength, photograph, and short biography.

Chicken Run

6.6



Developer	Blitz Games
Publisher	Eidos Interactive
Release date	(us) November 13, 2000 (eu) November 24, 2000
Genre	Platformer
Players	1 Player

Chicken Run is a stealth-based 3D platformer based on the movie Chicken Run. The game is a loose parody of the famous movie, The Great Escape, which is based on World War II.

A Nintendo 64 version was planned, but later cancelled for unknown reasons.

NTSC Rarity: 1
PAL Rarity: 3

Chill

5.0

Developer	Silicon Dreams
Publisher	Eidos Interactive
Release date	(us) April, 1998
Genre	Sports
Players	1-2 Players

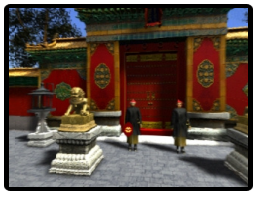
Chill is a PlayStation snowboarding video game, featuring fifty tracks spread over five mountains, and a a two-player multi-player mode.

A Sega Saturn version of the game was completed and stated to be published by Sega, but in the end it was left out unreleased by the publisher. However, the Sega Saturn version was leaked onto the internet in early 2011.

PAL Rarity: 4

China: The Forbidden City

3.0



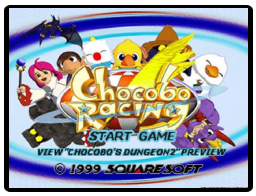
Developer	Cryo Interactive, Canal+Multimedia
Publisher	Cryo Interactive
Release date	(eu) 1999
Genre	Adventure, Educational
Players	1 Player

The events of this game take place in the historical China, in the Forbidden City - the Emperor's palaces located in Beijing. The year is 1775. A murder has been just committed. And the player are tasked with finding the assassin.

This is one of Cryo's educational games, similar to Egypt. The world of ancient China is reconstructed with historical accuracy.

PAL Rarity: 3

7.6



NTSC Rarity: 4
PAL Rarity: 4

Chocobo Racing

Developer Squaresoft
Publisher SCEE
Release date (us) August 10, 1999
(eu) October 11, 1999
Genre Racing
Players 1-2 Players

Chocobo Racing is a racing game. As a formulaic kart racer, Chocobo Racing is often compared to Mario Kart and Crash Team Racing. The game's star and namesake is the Chocobo, the mascot of the Final Fantasy series. Other figures from the game series, such as Mog the Moogle, the Black Mage, and Cid, fill out the all-Final Fantasy cast. Most of the game's soundtrack is composed using tunes from previous Final Fantasy titles.

7.3

NTSC Rarity: 4

Chocobo's Dungeon 2

Developer SquareSoft
Publisher Square EA
Release date (us) November 30, 1999
Genre Role-playing Games
Players 1-2 Players

Chocobo's Dungeon 2 is part of the Mystery Dungeon series of roguelike video games. Chocobo must descend into dungeon areas alone or with a partner (controlled by the cpu or the second player), gathering treasure, while finding the passageway to the next floor and satisfying hunger.

A WonderSwan Color version was planned but not released.

6.0

PAL Rarity: 5

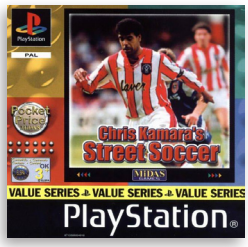
Penny Racers

Developer Tamsoft
Publisher SCEE
Release date (eu) October 1, 1996
Genre Racing
Players 1-2 Players

Penny Racers, known as Choro Q in Japan, is based on Takara's Choro Q toy cars. The games have been localised for Western release under many different names, including Gadget Racers, Penny Racers and Road Trip.

The game features small cars whit the ability to add weapons to the car, put on special tires and add special gear for travelling over water.

Chris Kamara's Street Soccer



6.5

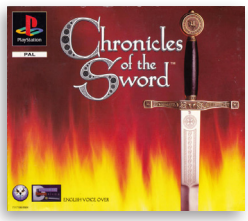
PAL Rarity: 2

Developer	Pixel Storm
Publisher	Midas Interactive
Release date	(eu) August 25, 2000
Genre	Sports
Players	1-8 Players

Chris Kamara's Street Soccer is a 5-a-side soccer game that features 30 international teams, and allows up to 8 human players to play at the same time using the multitap function.

Chris Kamara, born 1957, is a retired English footballer. He ended his playing career in 1995 but made a brief comeback in 2012 for Mid Wales Football League side Welshpool Town. He is now a presenter and football analyst on Sky Sports.

Chronicles of the Sword



5.2

NTSC Rarity: 3
PAL Rarity: 4

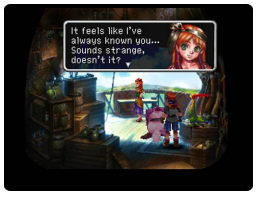
Developer	Synthetic Dimensions
Publisher	Psygnosis
Release date	(us) November, 1996 (eu) December 1, 1996
Genre	Adventure
Players	1 Player

Chronicles of the Sword is an adventure game, based on Arthurian legends and uses a point-and-click interface.

It tells the story of the young knight Gawain, tasked by the wizard Merlin and King Arthur with vanquishing the evil sorceress Morgana before she can destroy Camelot. It received largely negative reviews.

Chrono Cross

8.5



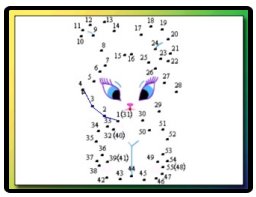
NTSC Rarity: 1

Developer	SquareSoft
Publisher	Square EA
Release date	(us) August 15, 2000
Genre	Role-playing Game
Players	1 Player

Chrono Cross is the successor to Chrono Trigger, which was released in 1995 for the Super Nintendo Entertainment System. Chrono Cross was developed primarily by scenarist and director Masato Kato and other designers from Chrono Trigger, including art director Yasuyuki Honne and composer Yasunori Mitsuda. Nobuteru Yūki designed the characters of the game.

Chrono Cross received high ratings and critical acclaim.

4.0



PAL Rarity: 3

Cindy's Caribbean Holiday

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) January, 2003
Genre	Mini Games
Players	1 Player

Cindy's Caribbean Holiday is a single player game aimed at young girls and which consists of a series of simple activities.

The game starts with an animated sequence in which Cindy calls up her friends and invites them on a holiday in the Caribbean.

4.0

PAL Rarity: 3

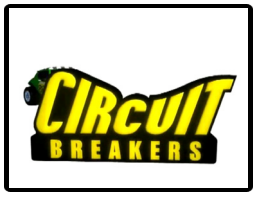
Cindy's Fashion World

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) January, 2003
Genre	Mini Games
Players	1 Player

Cindy's Fashion World is similar to the above game of Cindy, again aimed at young girls with a series of simple activities.

After a short animated introduction the game displays it's main menu from which the game's three groups of activities can be accessed. There are five adventures available, each is preceded and followed by a short animation sequence.

7.2



NTSC Rarity: 3
PAL Rarity: 3

Circuit Breakers

Developer	Supersonic
Publisher	Mindscape
Release date	(us) July 31, 1998 (eu) July, 1998
Genre	Racing
Players	1-2 Players

Circuit Breakers is a racing game similar to Micro Machines and Ignition, where the vehicles resemble toys viewed from above. The game lets the player control cars, boats and submarines that change according to the track.

The tracks are organized by theme and difficulty.

The City of Lost Children

5.2

Developer Psygnosis
Publisher Psygnosis
Release date (us) August 15, 2000
(eu) June, 1997
Genre Adventure
Players 1 Player

The game is based on the movie of the same name. The player character is Miette, the character from the movie. She travel through the streets at the whim of Pieuvre, the siamese twins who are her schoolmistresses. She do small robberies for them, but soon a larger plot emerges. Mysterious men called Cyclopses are kidnapping children to steal their dreams. She must determine what is truly happening in this adventure game.

NTSC Rarity: 6
PAL Rarity: 4

Civilization II

7.7

Developer Alpha Unit
Publisher Activision
Release date (us) December 31, 1998
(eu) 1999
Genre Strategy
Players 1 Player

Sid Meier's Civilization II is a turn-based strategy video game, first released in 1996 for the PC and later ported to the PlayStation.

Civilization II is similar to the first Civilization, with some changes to the various units, civilizations, world wonders, tile "specials" and technologies.

NTSC Rarity: 4
PAL Rarity: 3

Cleopatra's Fortune

5.1

Developer Altron
Publisher Midas Interactive
Release date (us) 2003
(eu) February 7, 2003
Genre Puzzle
Players 1-2 Players

Cleopatra Fortune is a puzzle game, originally released as an arcade game, and later ported to the PlayStation, with the original arcade game being released in Taito Legends 2.

The gameplay is similar to Tetris in which the player has to direct blocks of stone, mummy and/or treasure to create closures which eliminates the treasure and adds to the player's score.

NTSC Rarity: 2
PAL Rarity: 2

7.6

NTSC Rarity: 4
PAL Rarity: 5

Clock Tower

Developer	Human Entertainment
Publisher	ASCII Entertainment
Release date	(us) October 1, 1997 (eu) February, 1998
Genre	Survival horror, point-and-click adventure
Players	1 Player

Clock Tower, known in Japan as Clock Tower 2, is a sequel to Clock Tower for the SNES (also known as Clock Tower ~The First Fear~ on its PlayStation port).

Clock Tower is a game with the player controlling a cursor to direct the character and give commands such as to investigate objects. The interface is akin to 90s era computer adventure games, but simplified to work better with a gamepad.

6.7

NTSC Rarity: 4

Clock Tower II: The Struggle Within

Developer	Human Entertainment
Publisher	Human Entertainment, Agetec
Release date	(us) October 31, 1999
Genre	Survival horror, point-and-click adventure
Players	1 Player

Clock Tower II: The Struggle Within, released in Japan as Clock Tower Ghost Head, is a spin off to the Clock Tower series and has almost nothing to do with the previous games besides its gameplay.

Following its predecessors, the gameplay is more about hiding and solving puzzles, rather than fighting the player's pursuers.

7.2

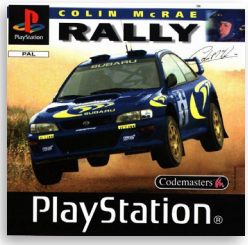
NTSC Rarity: 3
PAL Rarity: 3

CodeName: Tenka

Developer	Psygnosis
Publisher	SCEA, (eu) Psygnosis
Release date	(us) May 31, 1997 (eu) July, 1997
Genre	Shooter
Players	1 Player

Codename: Tenka, known as Lifeforce Tenka in Europe, is a first-person shooter for PC and PlayStation.

The game set in a futuristic action environment that, upon entering is immediately hostile. The player engage in battle with a number of various armed flying robots, stationary turrets and bipedal creatures.



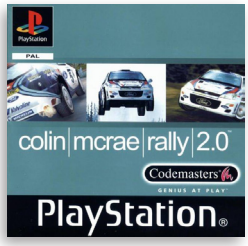
Colin McRae Rally

7.6

Developer Codemasters
Publisher Codemasters
Release date (us) January 31, 2000
(eu) July, 1998
Genre Racing
Players 1-2 Players

Colin McRae Rally and more recently; Dirt, is a racing video game series developed and published by Codemasters. Started in 1998, the franchise has been a critical and commercial success and is generally acknowledged as a pioneer of realistic rally sports racing games. The series is named after the World Rally Championship driver Colin McRae, who provided technical advice during development.

NTSC Rarity: 3
PAL Rarity: 1



Colin McRae Rally 2.0

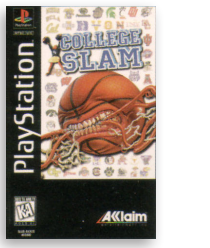
8.0

Developer Codemasters
Publisher Codemasters
Release date (us) December 5, 2000
(eu) June 9, 2000
Genre Racing
Players 1-2 Players

This second game`s new features include Arcade mode, with direct head-to-head competition against AI drivers or another player, and a cleaner and more minimalistic menu system, which would be retained for the rest of the series until the release of DiRT 2 in 2009.

The car featured on the front cover of the game was McRae's Ford Focus WRC 2000 (V3 FMC).

NTSC Rarity: 3
PAL Rarity: 2



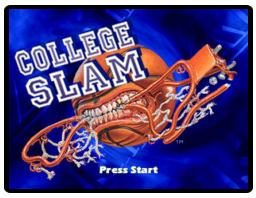
College Slam

5.4

Developer Iguana Entertainment
Publisher Acclaim
Release date (us) 1996
Genre Sports
Players 1-2 Players

College Slam is a college basketball game, nearly identical to NBA Jam, (in which it can also be considered a 3rd sequel). The game, however, did not enjoy the success of NBA Jam. The player can play tournaments, a season, or a single game.

The game was initially released for the Super Nintendo and the Sega Genesis, and later released for the PlayStation.



NTSC Rarity: 3

7.8

NTSC Rarity: 2

Colony Wars

Developer Psygnosis
Publisher Psygnosis
Release date (us) October 31, 1997
(eu) November 5, 1997
Genre Shooter
Players 1 Player

Colony Wars is a space combat simulator video game, where players do combat in numerous space missions using one of seven pre-selected League of Free Worlds starfighters.

It was later followed by Colony Wars: Vengeance in 1998, and Colony Wars: Red Sun in 2000.

6.8

NTSC Rarity: 2
PAL Rarity: 3

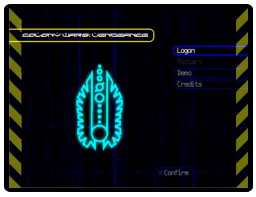
Colony Wars III: Red Sun

Developer Psygnosis
Publisher SCEE
Release date (us) May 2, 2000
(eu) May 2, 2000
Genre Shooter
Players 1 Player

Instead of being a starfighter pilot for the League of Free Worlds or the Colonial Navy, the player now assumes the role of a civilian miner-turned-mercenary.

When fighting any large space vessels, the player is now given a chance to target individual parts of the ship, such as gun turrets.

7.9



NTSC Rarity: 2
PAL Rarity: 2

Colony Wars: Vengeance

Developer Psygnosis
Publisher Psygnosis
Release date (us) October 31, 1998
(eu) 1998
Genre Shooter
Players 1 Player

The game retains the win-lose scenario styling of its predecessor, only now the player controls a pilot, Mertens, who has enlisted in the Colonial Navy.

Players do combat in mostly space missions using one of four Colonial Navy starfighters. Each starfighter carries a certain combination of energy weapons, missiles or torpedoes.

Command & Conquer

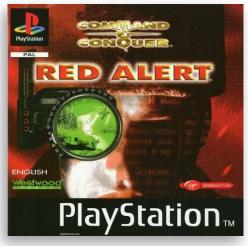
7.5

Developer	Westwood Studios
Publisher	Virgin Interactive
Release date	(us) February 28, 1997 (eu) December, 1996
Genre	Strategy
Players	1 Player

Command & Conquer is a real-time strategy video game. Set in an alternate history of modern day, the game tells the story of a world war between two globalized factions: the Global Defense Initiative of the United Nations and a cult-like militant organization called the Brotherhood of Nod.

Command & Conquer was a commercial and critical success, selling over three million copies and winning numerous awards.

NTSC Rarity: 2
PAL Rarity: 2



Command & Conquer: Red Alert

7.4

Developer	Westwood Studios
Publisher	Virgin Interactive
Release date	(us) October 31, 1997 (eu) November, 1997
Genre	Strategy
Players	1 Player

Command & Conquer: Red Alert is the second game to bear the "C&C" title, and is the prequel to the original Command & Conquer of 1995, taking place in the alternate early history of Command & Conquer when Allied Forces battle an aggressive Soviet Union for control over the European mainland.

The game was re-released for the PlayStation Network.

NTSC Rarity: 2
PAL Rarity: 2

Command & Conquer: Red Alert - Retaliation

7.6

Developer	Westwood Studios
Publisher	Virgin Interactive
Release date	(us) August 28, 1998 (eu) September, 1998
Genre	Strategy
Players	1-2 Players

Red Alert Retaliation is a compilation of the two PC expansion packs, Counterstrike and The Aftermath, including the secret Ant Missions. It is almost identical to the PlayStation port of the original Red Alert, except it introduced some new units like Tesla Tank, Shock Trooper, Chrono Tank and Mechanic, and included 105 skirmish maps.

NTSC Rarity: 2
PAL Rarity: 3

3.7

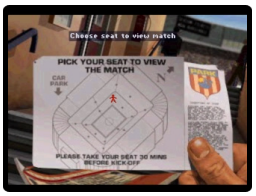
PAL Rarity: 2

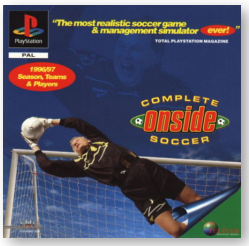
ONSIDE Complete Soccer

Developer MotiveTime
Publisher Telstar
Release date (eu) June, 1996
Genre Sports
Players 1-2 Players

Complete Onside Soccer is a football simulation game. It is one of the several games featured by Peter Schmeichel. The game centres on team management and on-pitch play using British and European football teams of the 96/97 season.

The game was generally not as popular or innovative as similar FIFA products but despite relatively poor graphics it can be rewarding with both 11-a-side or indoor 5-a-side.





6.5

PAL Rarity: 3

Constructor

Developer System 3
Publisher Acclaim
Release date (eu) 1998
Genre Strategy
Players 1 Player

Constructor is a real-time strategy/construction and management simulation game released originally for MS-DOS, and later ported to the PlayStation.

The player controls a construction company, and aim to drive the other players out of business. Using teams of workers and foremen, the player must build facilities to manufacture building materials, in order to build houses in which to house tenants.

7.0

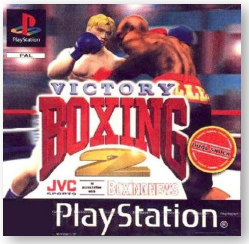
NTSC Rarity: 1

Contender

Developer Victor Interactive
Publisher SCEA
Release date (us) December 31, 1998
(eu) October, 1998
Genre Sports
Players 1-2 Players

Contender, known as Victory Boxing 2 in Europe, is an arcade-style boxing game which features an Exhibition mode, a VS. mode, a Main Event mode, and a Tournament mode.

In the ring, each boxer can throw punches like jabs, upper-cuts, hooks, and crosses, and is also able to duck and weave and block high and low while on defense.



Contender 2

6.8

Developer	Bam Entertainment
Publisher	Bam Entertainment
Release date	(us) December 19, 2000 (eu) April, 2000
Genre	Sports
Players	1-2 Players

Contender 2 is an arcade-style boxing game. There are two play modes, Main Event and Exhibition. Main Event is a single-player career mode. When playing through Main Event mode, the player only start with one special punch and have to get trained to learn the other special punches as matches are won. In Exhibition one can pit any two unlocked fighters against each other in a one player or two player match.

NTSC Rarity: 1

Contra: Legacy of War

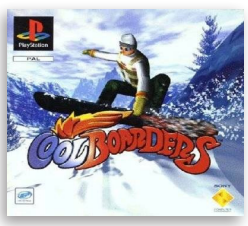
5.3

Developer	Appaloosa Interactive
Publisher	Konami
Release date	(us) November 30, 1996 (eu) March, 1997
Genre	Action
Players	1-2 Players

Contra: Legacy of War is a 3D action game. The game marks the series' jump to three-dimensional graphics and controversial changes in gameplay. Legacy of War was released packaged with a pair of 3D anaglyph glasses, which the game supported.

The game was scheduled to be released in Japan as well, but was canceled.

NTSC Rarity: 3
PAL Rarity: 4



Cool Boarders

6.1

Developer	UEP Systems
Publisher	SCEE
Release date	(us) December 31, 1996 (eu) January, 1997
Genre	Sports
Players	1 Player

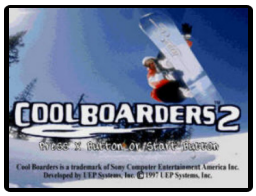
Cool Boarders is a snowboarding game, consisting of three main courses, plus two additional unlockables, in which the player attempts to gain the fastest time with performing tricks.

This early game, while simple, lead the way for the development of much more popular, extreme sport games.

NTSC Rarity: 1
PAL Rarity: 3

Cool Boarders 2

6.9



NTSC Rarity: 1
PAL Rarity: 2

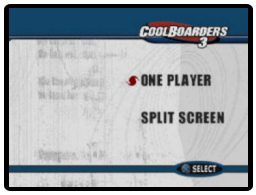
Developer UEP Systems
Publisher SCEE
Release date (us) October 31, 1997
(eu) February, 1998
Genre Sports
Players 1-2 Players

Cool Boarders 2, known as Cool Boarders 2: Killing Session in Japan, builds upon its predecessor's features with the addition of trick competitions and computer-controlled competitors.

The main aim remains to complete courses in the shortest time (aided this time around by shortcuts), to perform the best-scoring tricks and to rack up huge total scores.

Cool Boarders 3

6.8



NTSC Rarity: 1
PAL Rarity: 3

Developer 989 Studios, Idol Minds L.L.C
Publisher SCEE
Release date (us) September 30, 1998
(eu) November, 1998
Genre Sports
Players 1-2 Players

Continuing with the previous games in the series, Cool Boarders 3 gives the player the chance to snowboard down mountain courses while completing tricks to amass points. Some courses require the player to concentrate more on beating their CPU opponents' times to the finish line. While others force the player to pull off many big tricks in order to build up a large point score.

Cool Boarders 4

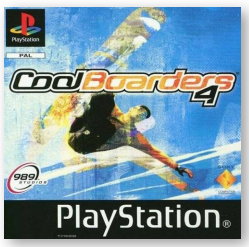
6.6

NTSC Rarity: 1
PAL Rarity: 2

Developer Idol Minds L.L.C
Publisher SCEE
Release date (us) November 10, 1999
(eu) February 25, 2000
Genre Sports
Players 1-4 Players

This time, there are 16 pro-riders and 34 boards. The player has to race through the course as fast as possible in the downhill event, or concentrate on pulling off big tricks in the halfpipe, slope style, and big air events.

The game also features multiplayer modes, and supports analogue control.



Cool Boarders 2001

6.3

Developer	Idol Minds L.L.C
Publisher	SCEE
Release date	(us) October 31, 2000
Genre	Sports
Players	1-2 Players

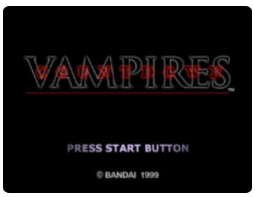
Cool Boarders 2001 was the last game made in the series of all the Cool Boarders games. The game has many of the same features as previous editions of the series, but includes more board parks with a trick finder option.

This game also gives the option to compete against 10 champion snowboarders including Todd Richards, Tara Dakides, Kevin Jones.

NTSC Rarity: 1

Countdown Vampires

6.5



Developer	K2 LLC
Publisher	Bandai
Release date	(us) August 21, 2000
Genre	Survival horror
Players	1 Player

Countdown Vampires is a survival horror game. It distinguished itself from many of the horror games of its time by featuring vampires as the evil element rather than zombies.

The gameplay is highly similar to the earlier games in the Resident Evil series, to the extent of being labelled a “clone”; although there are some additions like a dart gun as a secondary weapon, to restore their humanity.

NTSC Rarity: 3

Courier Crisis

6.6

Developer	New Level Software
Publisher	GT Interactive
Release date	(us) November 30, 1997 (eu) November 1997
Genre	Racing
Players	1 Player

Courier Crisis is a bicycle courier game, where the player peddle around the city and picks up packages from grumpy customers, and then deliver them to other grumpy customers before a timer runs out. In total, there are more than 250 missions to complete.

NTSC Rarity: 4
PAL Rarity: 4

7.6

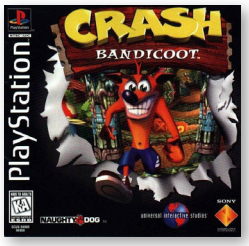
NTSC Rarity: 1
PAL Rarity: 2

Crash Bandicoot

Developer	Naughty Dog
Publisher	SCEA, (eu) SCEE
Release date	(us) August 31, 1996 (eu) November 2, 1996
Genre	Platformer
Players	1 Player

Crash Bandicoot is the first installment in the Crash Bandicoot series, chronicling the creation of the titular character at the hands of the series antagonist Doctor Neo Cortex and his henchman Doctor Nitrus Brio.

Crash Bandicoot has sold over 6.8 million units worldwide, making it one of the best selling PlayStation video games of all time.



8.2

NTSC Rarity: 1
PAL Rarity: 1

Crash Bandicoot 2: Cortex Strikes Back

Developer	Naughty Dog
Publisher	SCEA, (eu) SCEE
Release date	(us) November 1, 1997 (eu) December 6, 1997
Genre	Platformer
Players	1 Player

Taking place on a fictional group of islands near Australia, Crash Bandicoot 2 follows the adventures of the anthropomorphic bandicoot Crash.

Crash Bandicoot 2 received generally positive reviews from critics and was considered to be superior to its predecessor.

8.5

NTSC Rarity: 1
PAL Rarity: 1

Crash Bandicoot 3: Warped

Developer	Naughty Dog
Publisher	SCEA, (eu) SCEE
Release date	(us) October 10, 1998 (eu) December 5, 1998
Genre	Platformer
Players	1 Player

The game's story takes place immediately after the events of the preceding game: Crash Bandicoot 2: Cortex Strikes Back.

Crash Bandicoot: Warped was universally praised by critics, who noted a high quality in many areas, including gameplay, graphics and audio. The game went on to sell 7.13 million units as of 2002, making it the tenth best-selling PlayStation game.

Crash Team Racing

8.4

Developer	Naughty Dog
Publisher	SCEA, (eu) SCEE
Release date	(us) September 30, 1999 (eu) October 30, 1999
Genre	Racing
Players	1-4 Players

Crash Team Racing is the fourth installment in the Crash Bandicoot series. It is the first Crash Bandicoot game in the racing genre and the last Crash Bandicoot game to be developed by Naughty Dog. The game's story focuses on the efforts of a ragtag team of characters in the Crash Bandicoot series, who must race against the egomaniacal Nitros Oxide to save their planet from destruction.

NTSC Rarity: 1
PAL Rarity: 2

Crash Bash

7.2

Developer	Eurocom
Publisher	SCEA, (eu) SCEE
Release date	(us) November 6, 2000 (eu) December 1, 2000
Genre	Party
Players	1-4 Players

Crash Bash is the fifth installment in the Crash Bandicoot series. Eurocom developed the game because of Naughty Dog leaving the series to develop Jak and Daxter.

The game's story centers on a contest of minigames held by Aku Aku and Uka Uka to decide whether good or evil is the strongest.

NTSC Rarity: 1
PAL Rarity: 1

Creatures

4.7

Developer	Creature Labs
Publisher	Swing Entertainment
Release date	(us) May 18, 2002 (eu) 2002
Genre	Strategy
Players	1 Player

Creatures is a biological simulation. The player start with six eggs of Norns, small creatures. The task is to give them knowledge about the world they live in, learn them how to speak, how to use toys, an elevator, how to eat etc. They will eventually grow older, reproduce themselves and die.

NTSC Rarity: 2
PAL Rarity: 3

4.6

Creatures: Raised in Space

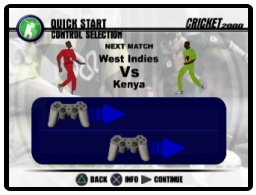
NTSC Rarity: 2
PAL Rarity: 3

Developer Elo Interactive
Publisher Play It
Release date (us) 2004
(eu) January 30, 2003
Genre Strategy
Players 1 Player

Creatures: Raised in Space is essentially a Playstation port of the pet simulator game Creatures 3, with modified gameplay mechanics. As in the previous titles, the player controls a fairy named Scrubby, who acts through the cursor issuing orders to the Norns when used over interactive portions of the scenery.

6.0

Cricket 2000



PAL Rarity: 2

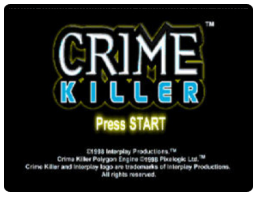
Developer Krisalis Software Ltd.
Publisher Electronic Arts
Release date (eu) March, 2000
Genre Sports
Players 1-2 Players

"The Best Cricket game so far". The main features are the 3D rendered graphics, all 11 men on field are fully 3D rendered, the modes are World Cup and a super six competition.

There are 14 teams to select from, including Bangladesh and Scotland. There is also an option to play night matches under the stadium lights.

7.5

Crime Killer



NTSC Rarity: 3
PAL Rarity: 4

Developer Pixelogic
Publisher Interplay Entertainment
Release date (us) June 30, 1998
(eu) June 26, 1998
Genre Shooter
Players 1-2 Players

Crime Killer is a driving game in the same style as Carmaged-don. The player are a futuristic cop, apprehending criminals with various vehicles. One can operate a bike, car, or 'flying wing' and all are armed. The game can be played in first or third person mode, and supports two-player split screen multiplayer.

Crisis Beat

Developer	Studio 3
Publisher	Virgin Interactive
Release date	(eu) July 31, 2000
Genre	Beat'em Up
Players	1-2 Players

Crisis Beat is a typical 3D side-scrolling game. The player get to choose a character from 2 pairs, with different story introductions.

The fighting heavily emphasizes combos and air juggles, and the use of background objects to attack opponents, in a somewhat different way to most beat 'em ups. Also, the new Lock-On Counter system separates the game from the normal beat'em ups.

7.5

PAL Rarity: 3

Critical Depth

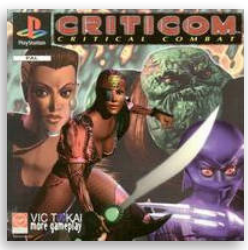
Developer	SingleTrac
Publisher	GT Interactive
Release date	(us) October 31, 1997 (eu) December, 1999
Genre	Shooter
Players	1-2 Players

Critical Depth made a new spin on the vehicular combat genre. This one takes place underwater, and features freedom of movement throughout the ocean, instead of being land-bound like its brethren.

6.7

NTSC Rarity: 3
PAL Rarity: 3

Criticom



Developer	Kronos Digital Entertainment
Publisher	Vic Tokai
Release date	(us) November 29, 1995 (eu) March, 1996
Genre	Fighting
Players	1-2 Players

Criticom is a 3D fighting game. The fighting action takes place on a round, elevated platform. As the game progresses, the player gains access to two additional "levels" for the character, which unlocks new moves and gives the character a new appearance.

The game spawned two semi-sequels, Dark Rift and Cardinal Syn.

4.5

NTSC Rarity: 5
PAL Rarity: 3

6.9

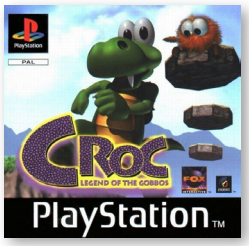
NTSC Rarity: 2
PAL Rarity: 2

Croc: Legend of the Gobbos

Developer Argonaut Games
Publisher Fox Interactive, EA Games
Release date (us) September 29, 1997
(eu) 31 October, 1997
Genre Platformer
Players 1 Player

Croc: Legend of the Gobbos follows main protagonist Croc, and his attempts to rescue the furry creatures known as Gobbos from the main antagonist, Baron Dante.

Croc: Legend of the Gobbos started development as a Mario spinoff starring Yoshi that was intended to be made exclusively for Nintendo 64. Argonaut pitched the game to Nintendo but was rejected.



6.9

NTSC Rarity: 2
PAL Rarity: 3

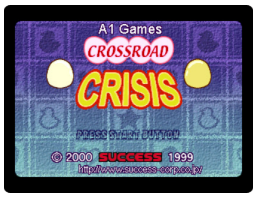
Croc 2

Developer Argonaut Games
Publisher Fox Interactive
Release date (us) June 30, 1999
(eu) August 3, 1999
Genre Platformer
Players 1 Player

The plot revolves around Croc searching for his missing parents, and saving the Inventor Gobbo from a revived Baron Dante.

The gameplay in Croc 2 has advanced considerably compared to the previous game. Instead of simply finding six Gobbo in each level, the player must now complete various missions.

7.0

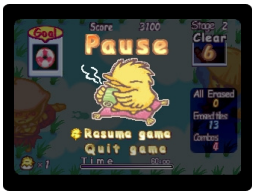


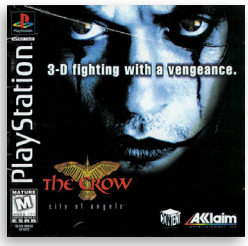
NTSC Rarity: 5

Crossroad Crisis

Developer Success
Publisher A1 Games
Release date (us) August, 2001
Genre Puzzle
Players 1-2 Players

The game is somewhat similar to Pipe Mania. The playing field is a 6x6 grid over a pond, and the player have to move around and rotate tiles so that the chicken doesn't fall into the water. Each tile is a part of the path that the chicken will walk. They come in these different shapes: curved road, straight road and crossroad. In total there's 10 stages in the game.





The Crow: City of Angels

2.9

Developer	Gray Matter
Publisher	Acclaim
Release date	(us) March 12, 1997 (eu) 1997
Genre	Beat 'em up
Players	1 Player

The Crow: City of Angels is loosely based on the movie of the same name. The player assumes the role of the hero of the film, Ashe Corven. It is the only video game in The Crow franchise.

The Crow: City of Angels was almost universally panned upon its release.

NTSC Rarity: 5
PAL Rarity: 4

Crusader: No Remorse

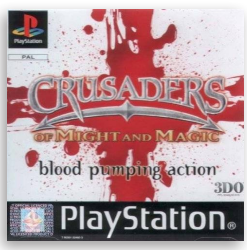
7.0

Developer	Realtime Associates
Publisher	Electronics Arts
Release date	(us) May 26, 1997 (eu) March, 1997
Genre	Action
Players	1 Player

Crusader: No Remorse is an action game set in a dystopian world of 22nd century, the games center on an elite supersoldier that defects from the tyrannical world government, the World Economic Consortium (WEC), and joins the Resistance rebels.

Critically well-received, No Remorse was followed by the PC-only sequel Crusader: No Regret in 1996.

NTSC Rarity: 3
PAL Rarity: 3



Crusaders of Might and Magic

5.9

Developer	3DO
Publisher	3DO
Release date	(us) February 29, 2000 (eu) 2000
Genre	Action Role-playing Game
Players	1 Player

Different versions of the game were released for both Microsoft Windows and the PlayStation. The Windows version of the game was intended for simultaneous release with the PlayStation version, targeting the 1999 Christmas season. However, while the PlayStation team had been working on their version for several years, the Windows team was given only 7 months to generate a full-length game.

NTSC Rarity: 1
PAL Rarity: 2

6.0

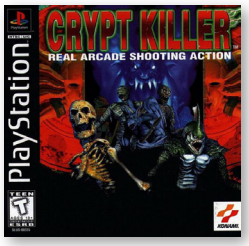
NTSC Rarity: 3
PAL Rarity: 4

Crypt Killer

Developer Konami
Publisher Konami
Release date (us) February 27, 1997
(eu) May, 1997
Genre Shooter
Players 1-2 Players

Crypt Killer, known as Henry Explorers in Japan, was originally an arcade game. When it was ported to PlayStation, it came compatible with the many lightguns produced for the system, namely the Konami Justifier.

Despite its horror theme the game doesn't take the theme seriously at all, relying on extensive gameplay instead due to its difficulty.



7.1

PAL Rarity: 3

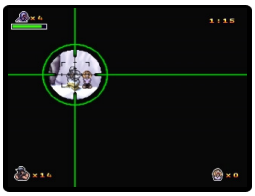
CT Special Forces

Developer Light and Shadow Productions
Publisher Hip Interactive
Release date (eu) 2002
Genre Action
Players 1 or 2 Players

CT Special Forces is a run and gun video game for the GameBoy Advance and PlayStation.

The player controls an operative of a counter-terrorist force on a mission around the globe to stop terrorist activity and arrest its leaders.

The game has 4 missions, each with its own theme: snow mountain, desert, jungle and a city.



3.0

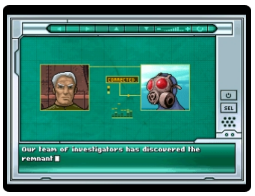
CT Special Forces: Back to Hell

Developer Light and Shadow Productions
Publisher Light and Shadow Productions
Release date (eu) October 12, 2003
Genre Action
Players 1 Player

CT Special Forces: Back to Hell is the sequel to CT Special Forces and the story picks up right where the last game ended.

The majority of the game is made up of side scrolling platform action, somewhat similar to the Metal Slug games, where the player pick up various weapons, grenades and even a tank to squash the terrorist threat.

CT Special Forces 3: Bioterror



6.6

Developer The Code Monkeys
Publisher Light and Shadow Productions
Release date (eu) March 5, 2004
Genre Action
Players 1 Player

Lacking big-money marketing and mass distribution, the first two CT Special Forces releases flew under the radar of many gaming enthusiasts, but French developer LSP aims to continue its successful, Metal Slug-style, side-scrolling action with Navy Ops (for the GameBoy Advance), which was released as CT Special Forces: Bio Terror outside North America.

PAL Rarity: 3

Cubix - Robots For Everyone: Race'n Robots

5.5

Developer 3DO
Publisher Blitz Games
Release date (us) November 8, 2001
(eu) October 18, 2002
Genre Racing
Players 1-4 Players

The game is based on the CUBIX cartoon series. The series spotlights a kid named Connor and his robot, Cubix, as the pair attempts to repair damaged robots and fight off the nefarious Dr. K. This game focuses more on the racing elements of the show, sending the player off to the Bubble Town Racing Championships to face off against a slew of opponents.

NTSC Rarity: 2
PAL Rarity: 3

Cyberia

5.4

Developer Xatrix
Publisher Interplay
Release date (us) January, 1996
(eu) August, 1996
Genre Action-adventure
Players 1 Player

Cyberia is a science fiction action adventure video game originally released for MS-DOS in 1994, and released two years later on the PlayStation. Cyberia uses prerendered visuals during gameplay, and boasted impressive graphics for its time.

A sequel, Cyberia 2: Resurrection, was released in 1995 for both DOS and Windows 9x formats.

NTSC Rarity: 3
PAL Rarity: 3

6.6

NTSC Rarity: 3
PAL Rarity: 2

Cyber Sled

Developer	Namco
Publisher	SCEE
Release date	(us) October 18, 1995 (eu) November, 1995
Genre	Action
Players	1-2 Players

Cyber Sled is a two-player 3D third-person shooter vehicle combat arcade video game.

Game play involves maneuvering a hovercraft style tank through a futuristic arena and fighting to eliminate an opponent. Various power-ups are available throughout the game, which feature improved radar, extra missiles, and shield re-charging.

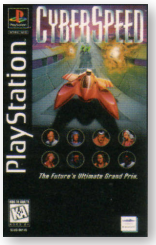
5.4

NTSC Rarity: 3
PAL Rarity: 4

CyberSpeed

Developer	Mindscape
Publisher	Mindscape
Release date	(us) 1995 (eu) December 7, 1995
Genre	Racing
Players	1 Player

CyberSpeed is a futuristic racing game, similar to the Wipeout series. Cyberspeed is broken up into three different kinds of races: Tournament Race, Free Race, and Time Trial. In each of the three races, the player can choose between eight different ships. Each ship is ranked according to thrust, mass, speed, and shield strength, and each ship is equipped with the same kinds of weapons: plasma bolts, missiles, and mines.



6.1

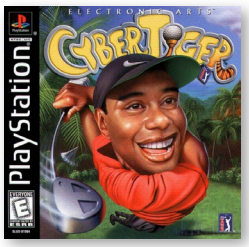
NTSC Rarity: 1
PAL Rarity: 2

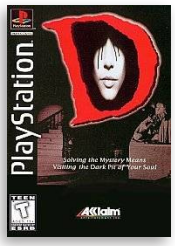
CyberTiger

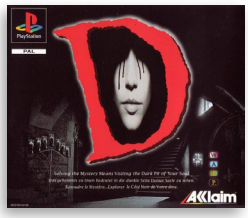
Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) September 30, 1999 (eu) 1999
Genre	Sports
Players	1-4 Players

CyberTiger is a golf video game featuring the professional golfer, Tiger Woods.

The main objective is to play in tournaments through each circuit and defeat Cyber Tiger and other golfers to win the championship as a professional in career mode.







D

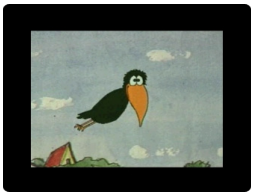
6.4

Developer	WARP
Publisher	Acclaim Entertainment
Release date	(us) March 2, 1996 (eu) March, 1996
Genre	Survival horror, Puzzle adventure
Players	1 Player

D is the first entry in the D series and one of the first games released by the company WARP. It dealt with taboo content such as violence and cannibalism, featured 3D CGI full-motion video and a first-person perspective.

D began production in 1994 for the 3DO console. With use of only three Amiga computers, WARP was able to harness impressive 3D visuals.

NTSC Rarity: 5
PAL Rarity: 4



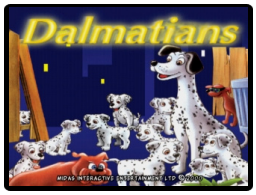
The Dalmatians

1.5

Developer	The Code Monkeys
Publisher	Midas Interactive
Release date	(eu) September 1, 2000
Genre	Puzzle
Players	1 Player

The Dalmations has a half-hour dingo cartoon video, virtual colouring book and a shitty puzzle game.

Instead of reading about the story of this “game”, here are some dalmatians facts; The Dalmatian is a breed of dog whose roots are traced to Dalmatia, a region of Croatia. It is noted for its white coat with either black or liver spots.



PAL Rarity: 2

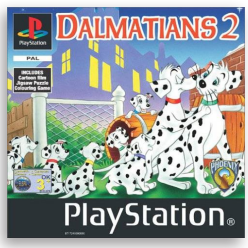
Dalmatians 2

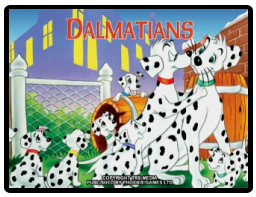
1.0

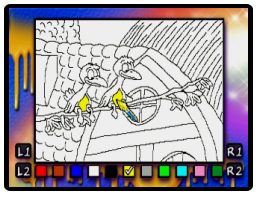
Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) March 28, 2003
Genre	Puzzle
Players	1 Player

Dalmatians 2 is the sequel to The Dalmatians, another game by The Code Monkeys that include, Dingo cartoon film, jigsaw puzzles and a colouring game.

The story revolves around the Dalmatians stealing coockies. The vendor catches them and calls for the police who then takes them to the police pound.







PAL Rarity: 2

7.3

NTSC Rarity: 2

Dance Dance Revolution

Developer Konami
Publisher Konami
Release date (us) May 9, 2001
Genre Music, Exercise
Players 1-2 Players

Dance Dance Revolution is a music video game in the Dance Dance Revolution series by Konami for the PlayStation.

The game contains a soundtrack of 27 songs and eight courses consisting entirely of music featured in previous DDR games.

6.8

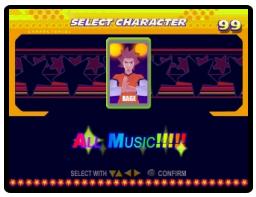
NTSC Rarity: 3
PAL Rarity: 3

Dance Dance Revolution Disney Mix

Developer Konami
Publisher Konami
Release date (us) September 17, 2001
(eu) September 28, 2001
Genre Music, Exercise
Players 1-2 Players

Dancing Stage featuring Disney's Rave is a music video game released in Japan in arcades on November 30, 2000. On the same day, it was also released for the PlayStation, but under the name Dance Dance Revolution Disney's Rave. It was later released for North America as Dance Dance Revolution Disney Mix and in Europe and Australia as Dancing Stage Disney Mix.

8.0



NTSC Rarity: 2

Dance Dance Revolution Konamix

Developer Konami
Publisher Konami
Release date (us) April 25, 2002
Genre Music, Exercise
Players 1-2 Players

Dance Dance Revolution Konamix contains 52 tracks and six courses consisting entirely of "Konami Originals" produced by Konami's in-house music staff.

All of the songs featured in Dance Dance Revolution Konamix are from previous releases in the series with the exception of "AM-3P (303 Bass Mix)", a remixed of the classic original from Dance Dance Revolution 2ndMix.

Dancing Stage EuroMix

6.4

PAL Rarity: 2

Developer	Konami
Publisher	Konami
Release date	(eu) June 1, 2001
Genre	Music, Exercise
Players	1-2 Players

Dancing Stage EuroMIX is the 2nd release of the Dancing Stage series, the European version of Dance Dance Revolution series of music video games by Konami.

Dancing Stage EuroMIX is one of only two European home versions of the Dancing Stage franchise to coincide with an arcade game, the 2nd one being Dancing Stage SuperNOVA.

Dancing Stage Fever

7.5

PAL Rarity: 4

Developer	Konami
Publisher	Konami
Release date	(eu) August 24, 2003
Genre	Music, Exercise
Players	1-2 Players

Dancing Stage Fever is a home video game in the Dancing Stage series, the European counterpart to Dance Dance Revolution. It was released in Europe and parts of Asia in October 2003 by Konami, as part of its family-oriented 'Bemani' series.

It was released in both a PlayStation 2 and a PlayStation version at the same time.

Dancing Stage Fusion

8.0

PAL Rarity: 3

Developer	Konami
Publisher	Konami
Release date	(eu) November 5, 2004
Genre	Music, Exercise
Players	1-2 Players

Dancing Stage Fusion, abbreviated DS Fusion or simply Fusion, is a music video game released to the European PlayStation and PlayStation 2. Fusion featured new gameplay features such as EyeToy support for the PlayStation 2 release as well as new music from hit pop artists.

In the following year, Dancing Stage Fusion was released as an arcade game.

6.6

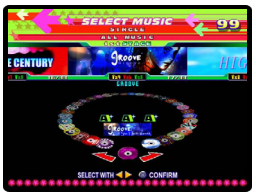
PAL Rarity: 1

Dancing Stage Party Edition

Developer Konami
Publisher Konami
Release date (eu) November 15, 2002
Genre Music, Exercise
Players 1-2 Players

Dancing Stage Party Edition is a home video game in the Dancing Stage series, the European counterpart to Dance Dance Revolution Konamix.

The game features 51 songs in total, most of which were written for the game, or developed from Dancing Stage EuroMix. Five of the songs included are by mainstream artists and their titles are coloured yellow in-game.



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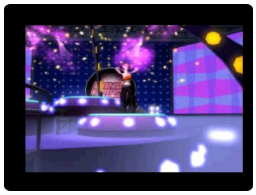


PAL Rarity: 2

Dance: UK

Developer Broadsworld Interactive
Publisher Big Ben Interactive
Release date (eu) October 3, 2003
Genre Music, Exercise
Players 1-2 Players

Dance:UK was available separately or with an 8 way dance mat controller, the difference from other dance games was that the dance arrows came from the centre of the screen outwards, rather than scrolling up the screen. The game had many popular chart hit songs on it including “It’s Like That” by Run-DMC featuring Jason Nevins.

8.0

PAL Rarity: 4

Dance: UK eXtra Trax

Developer Broadsworld Interactive
Publisher Big Ben Interactive
Release date (eu) April 30, 2004
Genre Music, Exercise
Players 1 or 2 Players

Dance: UK delivered a large selection of popular chart hits along whit a unique 8-way dance mat and a selection of accompanying peripherals. eXtra Trax added extra tracks and a number of cosmetic improvements to the game, such as more textures in the studio sets, better character animations, enhanced cameras and improved dynamic and animated lighting movements.

Danger Girl

6.7

Developer	n-Space
Publisher	THQ
Release date	(us) September 6, 2000 (eu) December 22, 2000
Genre	Action
Players	1 Player

Danger Girl is based on the North American comic book series created by J. Scott Campbell and Andy Hartnell. The game is loosely based on the first series which were consisted of seven comic issues, but there have been many significant changes from the original storyline, such as Abbey Chase being a veteran Danger Girl operative and Natalia Kassle working for The Hammer from the very beginning of the adventure.

NTSC Rarity: 3
PAL Rarity: 3

Dare Devil Derby 3D

6.0

Developer	Mindscape
Publisher	Supersonic
Release date	(us) October 31, 1996 (eu) October, 1996
Genre	Racing
Players	1 to 8 Players

Dare Devil Derby 3D, known as Supersonic Racers in Europe, is a cartoony racing game of destruction derby, that lets the player take control of 8 unique characters and over 30 different tracks, ranging from jungles, canyons, city streets, underwater, outer space and various other three dimensionally rendered terrain.

NTSC Rarity: 3

Darklight Conflict

6.5

Developer	Electronic Arts
Publisher	Rage Software
Release date	(us) June 30, 1997 (eu) June, 1997
Genre	Shooter
Players	1 Player

Darklight Conflict is a space combat simulator video game. In this game, the player is a contemporary human fighter pilot abducted by the alien Repton species during an aerial battle, and biologically modified to become a starfighter pilot for them in their war against the Evil Ovon race.

NTSC Rarity: 3
PAL Rarity: 3

Darkstalkers: The Night Warriors

7.2

NTSC Rarity: 3
PAL Rarity: 4

Developer	Capcom
Publisher	Capcom, (uk) Virgin Interactive
Release date	(us) March 28, 1996 (eu) November 10, 1996
Genre	Fighting
Players	1 or 2 Players

Darkstalkers: The Night Warriors is a 2D one-on-one fighting game. The player can select one of the ten available fighters and two unlockable boss characters, each based on a classic monster, and fight in various horror-themed locations. Gameplay is mostly concentrated on special moves and combos.

Darkstalkers 3

7.9

NTSC Rarity: 3
PAL Rarity: 4

Developer	Capcom
Publisher	Capcom
Release date	(us) November 30, 1998 (eu) 1999
Genre	Fighting
Players	1-2 Players

The Playstation version is an update of the arcade version. Although it is an EX version to the third canon game in the series, it is actually a compilation of Vampire Savior and its two Japan-only arcade updates. This version allows players to use all 18 characters and the two “hidden characters” (Shadow and Marionette) in all three games. It also features Oboro Bishamon and Dark Talbain as playable characters.

Darkstone

6.6

NTSC Rarity: 1
PAL Rarity: 4

Developer	Delphine Software International
Publisher	Electronic Arts
Release date	(us) January 28, 2001 (eu) March 9, 2001
Genre	Role-playing Game
Players	1 Player

Darkstone: Evil Reigns is a role-playing video game, with user interface similar to that of Diablo. A unique feature of the game is that the the player can control two characters.

In 2014, the French publisher Anuman Interactive launched a remake of the original game, available on iPad, iPhone and Android, with the cooperation of Paul Cuisset.

Dave Mirra Freestyle BMX

6.7

Developer Z-Axis Ltd.
Publisher Acclaim
Release date (us) September 26, 2000
(eu) October 13, 2000
Genre Sports
Players 1-2 Players

Dave Mirra Freestyle BMX is a video game featuring Dave Mirra and other professional BMX riders. The player's main objective in the game is to choose one of the riders and work their way through a total of 12 different levels, completing objectives to unlock new equipment.

The game received mixed to positive reviews.

NTSC Rarity: 1
PAL Rarity: 2

Dave Mirra Freestyle BMX: Maximum Remix

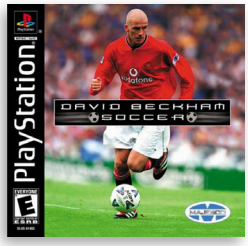
7.1

Developer Z-Axis, Ltd.
Publisher Acclaim
Release date (us) May 21, 2001
(eu) June 8, 2001
Genre Sports
Players 1-2 Players

The game expands on the original Dave Mirra Freestyle BMX with 8 new levels, new music, new challenges for the original 12 levels, new characters and a extra soundtrack cd.

The basic play is as follows: Grind, jump, and pull tricks in 20 free roaming levels across 5 environments.

NTSC Rarity: 2
PAL Rarity: 3



David Beckham Soccer

6.0

Developer Rage Software Limited
Publisher Rage Software Limited
Release date (us) June, 2002
(eu) November 23, 2001
Genre Sports
Players 1 or 2 Players

Endorsed by the then England and Manchester United captain and international superstar, David Beckham Soccer includes both national and club teams, plus the ability to create custom teams, with details ranging from the usual name, strips and colours to the stadium. Other than Beckham himself, no player is licensed, but the editor also allows the player to customize each player and team.

NTSC Rarity: 4
PAL Rarity: 2

5.3

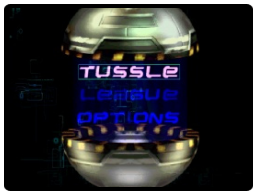
PAL Rarity: 4

Davis Cup Complete Tennis

Developer Telstar
Publisher Telstar
Release date (eu) October 1, 1999
Genre Sports
Players 1 to 4 Players

The Davis Cup is tennis' equivalent of soccer's World Cup - a competition between teams of men in their sport representing their countries. 16 countries qualify for the tournament and one can choose from among 48 players - all with different attributes and skills. Locations for the matches vary from each of the 16 countries including the U.S., Sweden and Italy. The courts also vary between grass, clay, concrete and wood and the ball will react differently on each.

5.8

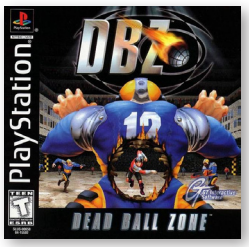


NTSC Rarity: 3
PAL Rarity: 3

Dead Ball Zone

Developer Rage Software Limited
Publisher GT Interactive
Release date (us) August, 1998
(eu) June 15, 1998
Genre Sports
Players 1 or 2 Players

Dead Ball Zone is a high speed futuristic sports game, where two teams of armed psychotics battle against each other in a brutal, and lethal, fight to launch a ball into the opponents net over, around, or through the opponent. Players are armed with a variety of weapons, like chainsaws, grenades, machine guns, and a full range of unarmed combat moves, all of which can be used to defend the goal.



6.7

NTSC Rarity: 4

Dead in the Water

Developer ASC Games
Publisher Player 1
Release date (us) February 28, 1999
Genre Shooter
Players 1-2 Players

A 3d Battle game that pits the players in heavily armed boats in fully destructable arena's. This is a a Vehicular Combat Game similar in basic structure to Twisted Metal or Vigilante 8. The player can select from 8 characters, each with their own unique boat and then is entered into an arena to race against 6 other contestants while also trying to score points by shooting and destroying the other boats.

"mobygames.com"

Dead or Alive

7.0

Developer	Tecmo
Publisher	SCEE
Release date	(us) March 31, 1998 (eu) July, 1998
Genre	Fighting
Players	1-2 Players

Dead or Alive is a 1996 fighting game by Tecmo and the first entry in Team Ninja's long-running Dead or Alive series. It was released first in arcades, followed by home ports for PlayStation.

The gameplay of Dead or Alive was unique at the time of its debut because it featured different choices in gameplay than other 3D fighting games.

NTSC Rarity: 4
PAL Rarity: 3

Deathtrap Dungeon

5.7

Developer	Asylum studios
Publisher	Eidos Interactive
Release date	(us) March 31, 1998 (eu) April 1, 1998
Genre	Action, Adventure
Players	1 Player

Deathtrap Dungeon is a 3rd person action game. During the journey, players will encounter many locked doors, that require the finding of keys and devices. There are also potions that regenerate health or provide immunity against fire for a limited amount of time. There are several treasures hidden in the dungeon, finding them will increase the player's score at the end of the level.

NTSC Rarity: 2
PAL Rarity: 3

Tecmo's Deception: Invitation to Darkness

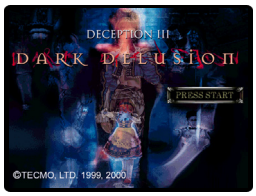
7.4

Developer	Tecmo
Publisher	Tecmo
Release date	(us) July 25, 1996 (eu) November 20, 1996
Genre	Strategy-Role-playing Game
Players	1 Player

Tecmo's Deception: Invitation to Darkness is an action game with RPG elements, resembling the FMV genre of games, particularly Sega CD such as Night Trap and Double Switch. The primary object of the series is to dispatch intruders through the positioning and activation of traps.

NTSC Rarity: 3
PAL Rarity: 4

7.9



NTSC Rarity: 2

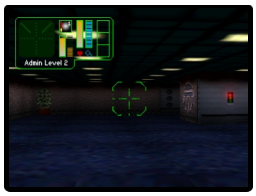
Deception III: Dark Delusion

Developer Tecmo
Publisher Tecmo
Release date (us) March 1, 2000
Genre Strategy-Role-Playing Game
Players 1 Player

Deception III: Dark Delusion expanded on the gameplay of Kagero: Deception II by introducing a training mode, a mission mode, and trap enhancement through a series of crests and other artifacts.

The change in how traps functioned gave this game a much more strategic edge than the first game, with traps able to interact with one another in long strings that could be likened to Rube Goldberg set-ups.

5.0



NTSC Rarity: 4
PAL Rarity: 3

DefCon 5

Developer Millennium Interactive
Publisher Psygnosis
Release date (us) November 23, 1995
(eu) February, 1996
Genre Shooter
Players 1 Player

The main game takes place in a first-person view inside a futuristic complex. Trams connect the maze-like living areas to a handful of manned turrets outside. The player must shuttle between shooting down waves of fighters in the turrets, and scouring the base levels for card keys during the down time. The ultimate goal is to find the clearance to self-destruct the base, defend the escape shuttle, and get out alive.

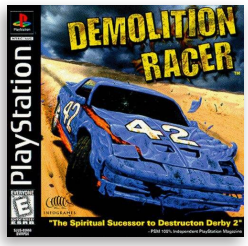
6.0

NTSC Rarity: 2
PAL Rarity: 2

Delta Force: Urban Warfare

Developer Rebellion Developments
Publisher Novalogic
Release date (us) July 18, 2002
(eu) August 9, 2002
Genre Shooter
Players 1 Player

Delta Force: Urban Warfare is a first-person shooter, designed to be a military simulation loosely based on the Delta Force special operations force. The storyline spans twelve missions, including a bank robbery, hostage rescue, and an assault on an offshore oil rig.



Demolition Racer

7.6

Developer	Pitbull Syndicate
Publisher	Infogrames
Release date	(us) 31 August, 1999 (eu) 1999
Genre	Racing
Players	1-2 Players

Demolition Racer (also known as Demolition Racer: No Exit for the Dreamcast version) is a vehicular combat racing video game that combines destruction and driving tactics in a fast paced racing environment. It is very similar to the popular series Destruction Derby.

NTSC Rarity: 3
PAL Rarity: 3

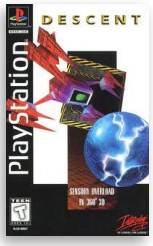
Fluid

8.0

Developer	Opus
Publisher	SCEE
Release date	(eu) August 1, 1998
Genre	Music
Players	1 Player

A interactive sound lab that enables the player to compose infinite music sequences covering all genres of dance music. The player can navigate through an ambient world and access over 600 samples, an entire studio of audio effects, an 8-track mixing desk and an interactive light show. The player character is a dolphin that move through serene underwater environments.

PAL Rarity: 3



Descent

6.7

Developer	Parallax Software
Publisher	Interplay
Release date	(us) March 12, 1996 (eu) May, 1996
Genre	Shooter
Players	1 Player

Descent was originally released in Europe for MS-DOS in 1994, and later ported to the PlayStation.

Descent was a critical and commercial success, and have a cult following with European players. It stood alone by supplementing what was then the quintessence of the first-person shooter experience with the ability to fly through truly 3D environments.

NTSC Rarity: 1
PAL Rarity: 3

7.6

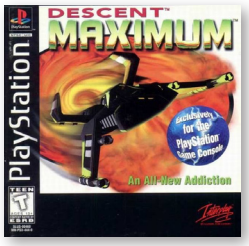
NTSC Rarity: 5
PAL Rarity: 3

Descent Maximum

Developer Parallax Software
Publisher Interplay
Release date (us) April 30. 1997
(eu) May, 1997
Genre Shooter
Players 1-2 Players

Descent II is the second game in the Descent video game series.

Like its predecessor Descent, Descent II is a six degrees of freedom shooter where the player controls a flying ship from a first-person perspective in zero-gravity. It is differentiated from standard first-person shooters in that it allows the player to move and rotate in any 3D direction.



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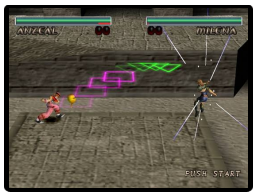


NTSC Rarity: 3
PAL Rarity: 4

Destrega

Developer KOEI
Publisher SCEE
Release date (us) January 31, 1999
(eu) October, 1999
Genre Fighting
Players 1-2 Players

Destrega is a 3D fighting game. The game separates itself from other games by creating a Rock, Paper, Scissors type of fighting system. When timed right, one can cancel or overpower an opponent's attack. The game uses two types of fighting styles: close-up hand-to-hand attacks and Relic attacks, which are the long-range projectile attacks. One can also fight in the air, on the ground, and on top of structures.

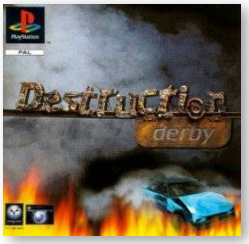
6.6

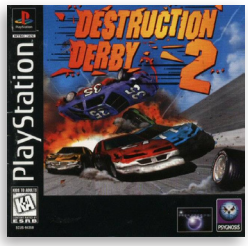
NTSC Rarity: 3
PAL Rarity: 2

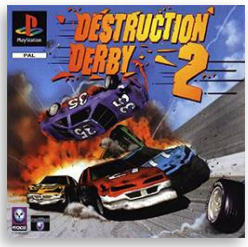
Destruction Derby

Developer Reflections Interactive
Publisher Psygnosis
Release date (us) 16 November 1995
(eu) October, 1995
Genre Racing
Players 1-2 Players

Destruction Derby is a vehicular combat racing video game, based on the sport of demolition derby. The game tasks the player with racing and destroying cars to score points. The developers implemented simulated physics to make the results of collisions easier to predict, and they kept the game's tracks small to increase the number of wrecks.







Destruction Derby 2

6.9

Developer	Reflections Interactive
Publisher	Psygnosis
Release date	(us) October 31, 1996 (eu) January 13, 1997
Genre	Racing
Players	1 Player

Destruction Derby 2 is the sequel to the PlayStation title Destruction Derby. Here the player must race on up to seven different circuits, in a range of modes, similar to its predecessor. The modes are Wrecking Racing, Stock Car and Destruction Derby, which is based around the crash arenas.

Commentator Paul Page performed as the announcer.

NTSC Rarity: 3
PAL Rarity: 2

Destruction Derby Raw

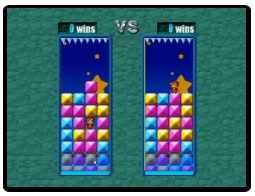
7.3

Developer	Studio 33, Midway
Publisher	Midway Games, (eu) SCEE
Release date	(us) September 26, 2000 (eu) June 30, 2000
Genre	Racing
Players	1-2 Players

Destruction Derby Raw is the third installment of the Destruction Derby series.

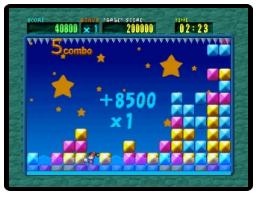
As well as normal cars, there are also bonus cars that can be unlocked if a player finishes and wins the last Stage of each level in Wrecking Racing.

NTSC Rarity: 3
PAL Rarity: 3



Destructo 2

4.0



Developer	Axes Art Amuse
Publisher	Phoenix Games
Release date	(eu) 2003
Genre	Puzzle
Players	1-2 Players

Destructo 2 is a simple color-matching puzzle game similar to Mr. Driller, originally released as part of a budget series in Japan, known as Simple 1500 Series Vol. 48: The Puzzle 2. The main objective is to guide a cartoon character moving through an ascending pile of multicolored tiles, pushing the available blocks to create clusters of the same color.

6.7

NTSC Rarity: 1
PAL Rarity: 3

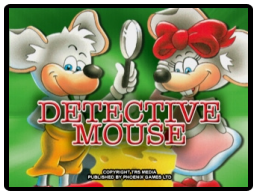
Detective Barbie: Mystery Cruise

Developer Runecraft
Publisher Mattel
Release date (us) 2000
(eu) November 28, 2000
Genre Adventure, Mini Games
Players 1 or 2 Players

Three pieces of valuable artwork have been stolen from a cruise ship's art gallery, and it's up to Detective Barbie to catch the brazen art thief.

To catch the thief, Barbie will search for clues throughout the ship and also on three tropical islands equipped with gadgets, the most important being the infra-red lipstick, that reveals clues when Barbie looks through it.

2.0



PAL Rarity: 3

Detective Mouse

Developer The Code Monkeys
Publisher Phoenix Games
Release date (eu) 2003
Genre Puzzle
Players 1 Player

Detective mouse is another of the numerous games developed by the Code Monkeys using the same structure with the features; a dingo cartoon film, jigsaw puzzles, and a colouring game.

The story revolves around a detective mouse called Chester that has to solve a case of stolen cheese.

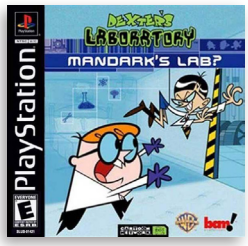
7.6

NTSC Rarity: 4
PAL Rarity: 4

Devil Dice

Developer Shift
Publisher SCEE
Release date (us) June 30, 1998
(eu) June 29, 1998
Genre Puzzle
Players 1-2 Players

Devil Dice was originally created by developer Shift on the "homebrew" Yaroze platform, and later turned into a commercial game. Released in 1998, it is one of only a handful of games to make the leap from the Yaroze to commercial release. The game is a million-seller and a demo version was released as a PlayStation Classic game for the PlayStation 3 and PlayStation Portable.



Dexter's Laboratory: Mandark's Lab?

5.0

Developer	Red Lemon Studios
Publisher	BAM! Entertainment
Release date	(us) March, 2002
	(eu) April 12, 2002
Genre	Action
Players	1-2 Players

Dexter's Laboratory: Mandark's Lab? is based on the American animated television series Dexter's Laboratory, which aired on Cartoon Network in the United States.

In the game, Mandark gains access to Dexter's secret lab with the intention of destroying it, and Dexter is forced to take down his archenemy in order to reclaim it.

NTSC Rarity: 1
PAL Rarity: 3

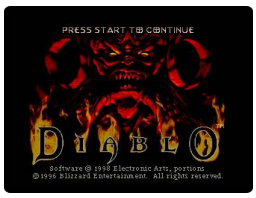
Diablo

7.6

Developer	Climax Group
Publisher	Activision
Release date	(us) 1998
	(eu) April, 1998
Genre	Action Role-playing game
Players	1-2 Players

Diablo is an action role-playing hack and slash video game origianlly developed by Blizzard North and released by Blizzard Entertainment on December 31, 1996 for Windows.

The PlayStation version of Diablo lacked online play, but featured a two-player cooperative mode. It also featured an option to learn the story through a narrator without having to find the books in the game.



NTSC Rarity: 4
PAL Rarity: 3

Die Hard Trilogy

7.0

Developer	Probe Entertainment
Publisher	Fox Interactive
Release date	(us) August 31, 1996
	(eu) November, 1996
Genre	Action, Shooting, Driving
Players	1 Player

Die Hard Trilogy is a video game based on the first three installments of the Die Hard series of action movies. Die Hard Trilogy features three games in one, each based on a movie installment and featuring a different genre and game play style respectively.

The disc has audio tracks that can be played on a standard CD player.

NTSC Rarity: 1
PAL Rarity: 1

6.6

NTSC Rarity: 1
PAL Rarity: 2

Die Hard Trilogy 2: Viva Las Vegas

Developer n-Space
Publisher Fox Interactive
Release date (us) February 29, 2000
(eu) February 29, 2000
Genre Action, Shooting, Driving
Players 1 Player

Like its predecessor, the game features three distinct genres; a third-person shooter, a light gun game, and an action driving game. However, unlike Die Hard Trilogy, which featured three separate storylines based on the first three Die Hard films, Die Hard Trilogy 2 features a single original storyline that alternates between the three genres throughout the levels.

8.0

NTSC Rarity: 2
PAL Rarity: 4

Digimon Digital Card Battle

Developer BEC
Publisher Bandai, Infogrames
Release date (us) June 28, 2001
(eu) July 5, 2002
Genre Card Battle
Players 1 or 2 Players

Digimon Digital Card Battle is based on the Digimon franchise.

The game is very different from the other Digimon releases since it is a totally card-based game. Players have a deck of 30 cards, consisting of Digimon, support and special digivolution cards. The digivolution concept is similar to the other games, in that players start off with a Rookie and finish with an Ultimate.

7.2

NTSC Rarity: 2
PAL Rarity: 3

Digimon Rumble Arena

Developer Bandai
Publisher Infogrames
Release date (us) February 24, 2001
(eu) July 5, 2002
Genre Fighting
Players 1 or 2 Players

Digimon Rumble Arena is a crossover fighting video game. Players are able to choose from up to 24 characters from the Digimon Adventure and Digimon Tamers seasons of the Digimon anime.

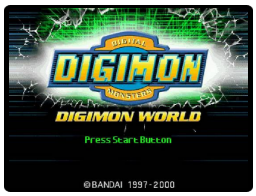
The game sold successfully and was rereleased under the Greatest Hits name in 2003.

Digimon World

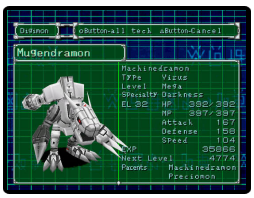
7.8

Developer	Bandai
Publisher	Infogrames
Release date	(us) May 23, 2000
	(eu) July 6, 2001
Genre	Role-playing game, Digital pet
Players	1 or 2 Players

The gameplay revolves around raising a single Digimon from its egg form, hatching into a Fresh, up through In-Training, Rookie, Champion, and with work, Ultimate. A Digimon partner will "fade away" with age, and return to an egg eventually, so the player has to raise it again. To raise a Digimon partner, the player must train it, feed it, let it rest and take it to a bathroom.



NTSC Rarity: 3
PAL Rarity: 3



Digimon World 2

7.4

Developer	Bandai
Publisher	Bandai
Release date	(us) May 19, 2001
Genre	Role-playing game
Players	1-2 Players

Digimon World 2 is a dungeon crawler game. The player controls Akira, a Digimon Tamer whose goal is to climb to the top of the Digimon World.

Because it is a dungeon crawler, Digimon World 2 has vastly different gameplay from its predecessor, Digimon World, which focused on raising Digimon like pets.

NTSC Rarity: 2

Digimon World 3

7.8

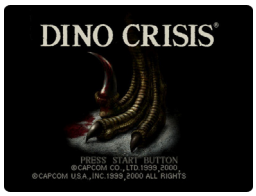
Developer	Bandai
Publisher	Bandai, (eu) Infogrames
Release date	(us) June 5, 2002
	(eu) November 29, 2002
Genre	Role-playing game
Players	1 Player

Digimon World 3, known as Digimon World 2003 in Europe and Australia, is a role-playing video game.

The game tells the story of Junior, who begins playing an MMORPG called "Digimon Online" with his friends, but when terrorists attack, Junior and the other players are trapped within the game and must find a way out using his Digimon partners.

NTSC Rarity: 2
PAL Rarity: 3

7.8



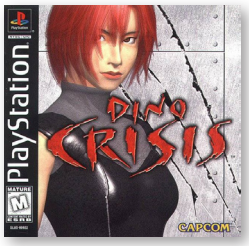
NTSC Rarity: 1
PAL Rarity: 2

Dino Crisis

Developer Capcom
Publisher Virgin Interactive
Release date (us) August 31, 1999
(eu) October 1, 1999
Genre Survival horror
Players 1 Player

Dino Crisis was directed and produced by Resident Evil director Shinji Mikami, and developed by a team that would later become part of Capcom Production Studio 4.

Unlike Resident Evil, which featured polygonal characters and objects superimposed over prerendered backgrounds, the main graphics in Dino Crisis are fully polygonal, although the camera follows the player from fixed angles much like in Resident Evil.



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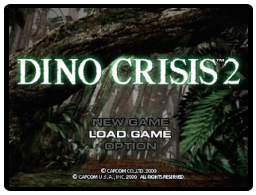


NTSC Rarity: 1
PAL Rarity: 3

Dino Crisis 2

Developer Capcom
Publisher Virgin Interactive
Release date (us) September 29, 2000
(eu) November 24, 2000
Genre Action-adventure
Players 1 Player

Dino Crisis 2 is an action-adventure game that uses predetermined camera angles. Capcom Production Studio 4. changed the series' focus from the survival horror of the first Dino Crisis by creating a more action-packed arcade-style experience that featured more open areas, greater varieties of weapons and enemies and less emphasis on puzzles.

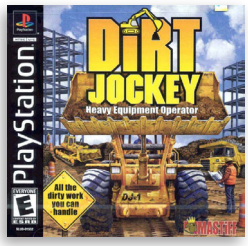
2.0

PAL Rarity: 3

Dinomaster Party

Developer Similis
Publisher LSP
Release date (eu) 2000
Genre Mini Games
Players 1-2 Players

Dinomaster Party gives players control of eight young dinosaurs, including a baby T-Rex, Diplodocus, Triceratops, and Velociraptor. The parents of these babies have disappeared, and the kids are competing in a series of games to determine who will be boss.



Dirt Jockey

6.5

Developer DDL, Inc.
Publisher Mastiff
Release date (us) July 17, 2003
Genre Simulation
Players 1-2 Players

Dirt Jockey lets the players operate heavy machinery like dump trucks, wheel loaders, bulldozers and high-reaching cranes. There are four game modes: Qualification, Build (the goal is to build a huge Department store with the licensed machinery), Equipment Rodeo (a Treasure hunt, Mountain maker, Overdrive and Spin touch), and Free-play.

"mobygames.com"

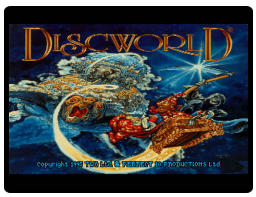
NTSC Rarity: 2

Discworld

7.7

Developer Perfect Entertainment
Publisher Psygnosis
Release date (us) 1995
(eu) October, 1995
Genre Adventure
Players 1 Player

This adventure game puts the player in the shoes of Rincewind, a wizard whose sole purpose in life is to stay alive. He appears to be very good at it as well, because apparently the universe has decided to continuously challenge him. The game takes place in the humorous fantasy world created by Terry Pratchett.



NTSC Rarity: 5
PAL Rarity: 3

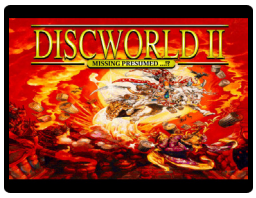
Discworld II: Mortality Bytes!

7.6

Developer Perfect Entertainment
Publisher Psygnosis
Release date (us) September 24, 1997
(eu) November, 1997
Genre Adventure
Players 1 Player

Discworld II: Missing Presumed...!?, known as Discworld II: Mortality Bytes! in North America, is the second point-and-click adventure game based on Terry Pratchett's series of fantasy novels set on the mythical Discworld.

Discworld II was very well received by critics.



NTSC Rarity: 4
PAL Rarity: 2

6.8

PAL Rarity: 4

Discworld Noir

Developer Perfect Entertainment
Publisher GT Interactive
Release date (eu) December, 1999
Genre Adventure
Players 1 Player

Discworld Noir features many new characters and locales, which do not appear in the Discworld books. However, as the game is set in Ankh-Morpork, characters and locales from the books also appear, such as the Unseen University, the Dysk Theatre, Pseudopolis Yard, the City Watch and eccentric inventor Leonard da Quirm. The game's manual includes an introduction written by Discworld creator Terry Pratchett.

6.1

NTSC Rarity: 2
PAL Rarity: 2

Disney's Aladdin in Nasira's Revenge

Developer Argonaut Games
Publisher SCEA
Release date (us) March 15, 2001
(eu) December 1, 2000
Genre Platformer
Players 1 Player

The game is set after the events of Return of Jafar and before the television series and Aladdin and the King of Thieves.

The player assumes control of three total characters in the game: Aladdin, Abu, and Princess Jasmine. Aladdin's abilities range from sword fighting to jumping to stomping. Abu can jump, roll, and climb on walls to a certain degree. Jasmine's character is hiding in a pot for her level therefore the player can hide and hop.

4.7

NTSC Rarity: 2
PAL Rarity: 2

Disney's Dinosaur

Developer Disney Interactive Studios
Publisher Ubisoft
Release date (us) August 29, 2000
(eu) October 6, 2001
Genre Adventure
Players 1 Player

Disney's Dinosaur was released as a tie-in to the Disney film of the same name.

The game loosely follows the story of the movie, starting with Aladar, Zini, Suri, and Plio on the Lemur Island. The island is destroyed in a meteor shower, forcing Aladar and his friends to flee to the mainland.

Disney's Donald Duck: Goin' Quackers

6.9

Developer	Ubisoft Shanghai
Publisher	Ubisoft
Release date	(us) November 14, 2000 (eu) December 15, 2000
Genre	Platformer
Players	1 Player

Gameplay is similar to Crash Bandicoot. The levels alternate between a 2D and a 3D perspective. The story focuses on Donald Duck and his quest to save Daisy Duck from the evil magician Merlock.

The Nintendo 64, Dreamcast, PC and PS1 versions of the game are built on an optimized Rayman 2 engine.

NTSC Rarity: 4
PAL Rarity: 3

Disney's Hercules Action Game

6.7

Developer	Eurocom
Publisher	Disney Interactive Software
Release date	(us) June 20, 1997 (eu) November 15, 1998
Genre	Platformer
Players	1 Player

Disney's Hercules is based on the animated movie of the same name, released a week prior to the film's release.

The game is mainly two-dimensional, although in many missions, the player can walk to other planes via pathways or stairs. There are ten levels and three difficulty modes: Beginner, Medium, and Herculean. The last two levels are playable only on Medium and Herculean difficulties.

NTSC Rarity: 3
PAL Rarity: 2

Disney's Lilo & Stitch

5.7

Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) 2002 (eu) June 27, 2002
Genre	Plataformer
Players	1 Player

Disney's Lilo & Stitch: Trouble in Paradise is a 3D kids action-adventure based on the Disney animated movie.

There are three sections of five levels each and Lilo & Stitch must navigate various moving platforms. Both characters can run, jump and butt-stomp, along with some unique moves of their own.

NTSC Rarity: 2
PAL Rarity: 3

5.6

NTSC Rarity: 2
PAL Rarity: 3

Disney's Peter Pan in Return to Neverland

Developer Doki Denki
Publisher SCEA
Release date (us) 2002
(eu) February 14, 2002
Genre Platformer
Players 1 Player

Players take the role of Peter Pan and occasionally as Tinker Bell throughout 20 different stages. Some of the stages include Hangman's Tree, the Mermaid Lagoon, Pirate's Cove, Indian village, and Skull Rock.

7.2

PAL Rarity: 4

Disney's Magical Tetris Challenge

Developer Capcom
Publisher SCEE
Release date (eu) November 26, 1999
Genre Puzzle
Players 1-2 Players

Magical Tetris Challenge mixes the well known Tetris brand with the characters and worlds of Disney. The original Tetris is on offer through the usual endurance challenge or the new story mode, where the player can choose one of the many well known Disney characters and take on the bad guys in a game of Tetris to save the day.

6.3

NTSC Rarity: 2

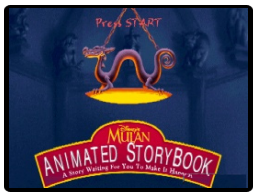
Disney's Pooh's Party Game: In Search of the Treasure

Developer Doki Denki
Publisher Electronic Arts
Release date (us) 2001
(eu) November 21, 2001
Genre Party
Players 1-2 Players

Disney's Pooh's Party Game is a board game based on Disney's The New Adventures of Winnie the Pooh animated series. The squares on the board contain mini-games, honey pots or other surprises. When the player's character lands on a square, he then must participate in a mini-game, and success or failure will determine how many steps he'll advance on the game board.

Disney's Story Studio: Mulan

5.8



Developer	Kids Revolution
Publisher	NewKidCo
Release date	(us) December 15, 1999 (eu) September 17, 1999
Genre	Adventure, Mini games
Players	1 or 2 Players

Mushu is given the task to deliver the magical scrolls which contain the legend of Mulan to the emperor of ancient China.

The game is basically an interactive storybook where the player helps the story move forward by completing certain tasks. Some of these tasks include retrieving items requested by Grandma Fa, dressing up Mulan and Mushu with a variety of hats, tops, and accessories, or playing a mix and match puzzle to obtain armor.

NTSC Rarity: 3
PAL Rarity: 3

Disney's The Little Mermaid II

6.5

Developer	Blitz Games
Publisher	THQ
Release date	(us) 2001 (eu) November 30, 2000
Genre	Platformer
Players	1 Player

Generally following along with the plot of The Little Mermaid I and II, the game is a 2D collectathon with 3D graphics.

The game features over 30 minutes of movie footage, 12 levels, and 3 bonus minigames. Most of the levels take place underwater, allowing full freedom of movement. On land, movement is the standard run and jump type. In all levels, there are coins and pearls to collect.

NTSC Rarity: 2
PAL Rarity: 3

Disney's Tarzan

6.7

Developer	Eurocom
Publisher	SCEA, (eu) SCEE
Release date	(us) June 30, 1999 (eu) November 1, 1999
Genre	Platformer
Players	1 Player

Disney's Tarzan is an action platformer where the player takes control of the eponymous Tarzan who ultimately has to save his home, the jungle, from Clayton, a hunter for gorillas. Tarzan starts up as a child learning the skills of the apes.

The game has 3 difficulties: easy, medium and hard.

NTSC Rarity: 1

7.0

NTSC Rarity: 3
PAL Rarity: 3

Disruptor

Developer	Insomniac Games
Publisher	Universal Interactive, (eu) Interplay
Release date	(us) November 30, 1996 (eu) December, 1996
Genre	Shooter
Players	1 Player

Disruptor was the first game by developer Insomniac Games, who would later go on to create the popular Spyro the Dragon, Ratchet & Clank, and Resistance series. Disruptor started its development as a 3DO game but was later released for PlayStation.

Gameplay of Disruptor is similar to many first-person shooters, but the player has access to special powers called "Psionics", similar to psychokinesis.

6.4

PAL Rarity: 3

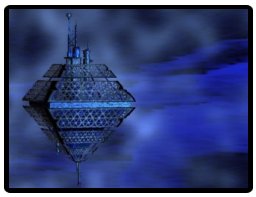
Diver's Dream

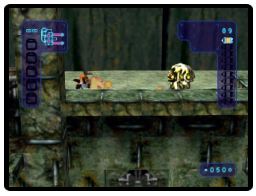
Developer	Konami
Publisher	Konami
Release date	(eu) September 3, 2001
Genre	Action
Players	1 Player

Diver's Dream is a game inspired by Luc Besson's movie The Big Blue.

The game is semi free roaming in nature, meaning that the player gets to explore a big area at the time. Options are to collect treasure, fight off aggressive underwater creatures or simply play around with friendly dolphins.

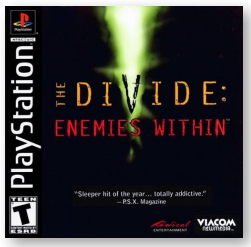
6.0





NTSC Rarity: 5

The Divide: Enemies Within



Developer	Radical Entertainment
Publisher	Viacom New Media
Release date	(us) January 1, 1996
Genre	Action-adventure
Players	1 Player

The Divide: Enemies Within is heavily influenced by Nintendo's Metroid series. The player takes control of an explorer on an alien planet.

The basic gameplay has the player explore through eight different worlds with a total of over 100 different stages in a 3-D environment. The player explores the levels, collecting new weapons and power-ups to fight out the 20 different enemies.

Doom

8.4

Developer	Id Software
Publisher	GT Interactive, Williams Entertainment.
Release date	(us) November 16, 1995 (eu) December, 1995
Genre	Shooter
Players	1-2 Players

Doom is considered one of the most significant and influential titles in the video game industry, for having ushered in the popularity of the first-person shooter genre.

Doom became a “killer app” that all capable consoles and operating systems were expected to have, and versions of Doom have subsequently been released for much of the systems of the time, including PlayStation.

NTSC Rarity: 5
PAL Rarity: 2

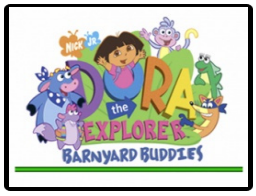
Dora the Explorer: Barnyard Buddies

7.0

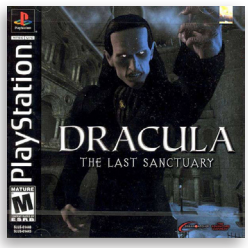
Developer	Imaginengine
Publisher	Global Star, Nick Jr.
Release date	(us) 2003
Genre	Mini games
Players	1 Player

Dora The Explorer is based on the cartoon, who in turn, is made to look like a video game.

The player is tasked with puzzles to solve, environments to explore, and many characters to meet.



NTSC Rarity: 2



Dracula: The Last Sanctuary

5.2

Developer	Index+
Publisher	Cryo
Release date	(us) May 6, 2002 (eu) July 6, 2001
Genre	Adventure
Players	1 Player

Dracula: The Last Sanctuary, known as Dracula 2: The Last Sanctuary in Europe, is a point-and-click adventure/horror video game.

The game is a direct sequel to Dracula: Resurrection, which itself is an unofficial sequel to Bram Stoker’s Dracula; set seven years after the end of the novel.

NTSC Rarity: 3
PAL Rarity: 3

6.1

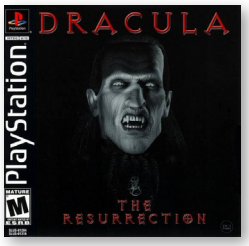
NTSC Rarity: 3
PAL Rarity: 3

Dracula: The Resurrection

Developer	Visual Impact Productions
Publisher	Microids Canal + Multimedia, France Multimedia
Release date	(us) June 2001 (eu) February 6, 2000
Genre	Adventure
Players	1 Player

Dracula: Resurrection is a point-and-click adventure/horror video game originally released for Microsoft Windows and Mac, and later ported to PlayStation as Dracula: The Resurrection.

The game is set seven years after the end of the novel, Bram Stoker's Dracula, Jonathan Harker finds that he must once again do battle with the evil Count Dracula.



6.0

NTSC Rarity: 6
PAL Rarity: 3

Dragon Ball GT: Final Bout

Developer	Bandai
Publisher	Atari
Release date	(us) July 29, 1999 (eu) November, 1999
Genre	Fighting
Players	1 Player

Dragon Ball GT: Final Bout, known in Japan and Europe as Dragon Ball: Final Bout, shares the distinction of being the first game in the series to be rendered in full 3D, and the last Dragon Ball game produced for the console. There would not be another new Dragon Ball game for consoles until the release of Dragon Ball Z: Budokai in 2002.

5.4

NTSC Rarity: 1
PAL Rarity: 3

Dragon Ball Z: Ultimate Battle 22

Developer	Bandai
Publisher	Atari
Release date	(us) Marcg 23, 2004 (eu) September 5, 2002
Genre	Fighting
Players	1-2 Players

Dragon Ball Z: Ultimate Battle 22 features cel drawings as character sprites and three dimensional backgrounds.

Ultimate Battle 22 was the subject of an overwhelming number of negative American reviews. GameSpot gave it a 1.2/10, calling it a "really, really terrible game." Official PlayStation Magazine gave it a 1/5, the second lowest score possible.

Dragonheart: Fire & Steel

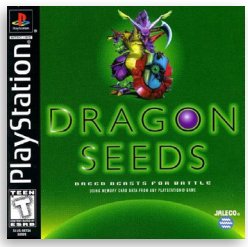
5.3

Developer	Funcom
Publisher	Acclaim
Release date	(us) November 30, 1996 (eu) March, 1997
Genre	Beat'em up
Players	1 Player

DragonHeart: Fire and Steel is a video game loosely based on the 1996 fantasy/adventure film, Dragonheart.

Dragonheart's gameplay is quite similar to the Golden Axe series. The player hack'n'slash through nine levels of the game, killing dragons, befriending Draco and then going after Einon with Draco's help.

NTSC Rarity: 3
PAL Rarity: 3



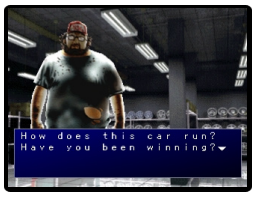
Dragonseeds

7.5

Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(us) September 30, 1998
Genre	Action role-playing game
Players	1-2 Players

Dragonseeds is a video game where the player must clone a dragon and train it to fight. The player gets to choose from five basic dragon types and two secret dragons. The game also allows the player to receive extra dragons through the saves files of certain games, if the memory card is placed at the second slot. The game also allows a two player mode, where each player can battle each other with their own dragons.

NTSC Rarity: 4



Dragstars

2.0

Developer	Success
Publisher	Midas Interactive
Release date	(eu) April 13, 2002
Genre	Racing
Players	1-2 Players

Dragstars, known in Japan as Burn Out, is a drag racing game.

Drag racing is a simple sport. Start the engines wait for the lights to go green and then drive very fast in a straight line. No corners no powerslides no outbraking manoeuvres - even the steering wheel is basically useless...

PAL Rarity: 2

4.5

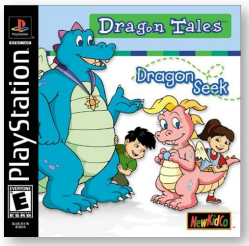
NTSC Rarity: 3
PAL Rarity: 4

Dragon Tales: Dragon Seek

Developer Zed Two Limited
Publisher NewKidCo
Release date (us) November 29, 2000
(eu) March 31, 2001
Genre Mini Games
Players 1 Player

Dragon Tales: Dragon Seek is based on the American-Canadian animated pre-school children's television series, Dragon Tales, created by Jim Coane and Ron Rodecker.

The game features puzzles and activities designed to encourage creative problem-solving and bolster self-confidence in preschoolers.



7.3

NTSC Rarity: 3
PAL Rarity: 3

Dragon Valor

Developer Namco
Publisher SCEE
Release date (us) October 16, 2000
(eu) June 30, 2000
Genre Action role-playing game
Players 1 Player

Dragon Valor is an action role-playing game containing platform and hack and slash elements, and the third game in the Dragon Buster series.

In the Dragon Valor world, dragons are monsters with immense power; the player's role as a Dragon Valor is to slay them with a magical sword that is passed down through successive generations of the family.

8.1

NTSC Rarity: 4

Dragon Warrior VII

Developer Heart Beat
Publisher Enix Corporation
Release date (us) October 31, 2001
Genre Role-playing game
Players 1 Player

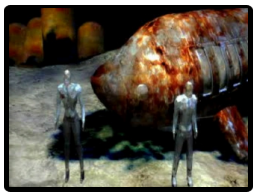
Dragon Warrior VII is a Japanese role-playing video game. The game is the successor to 1995's Dragon Quest VI for the Super Famicom. It was the first main series Dragon Quest title to be released outside of Japan since the release of Dragon Quest IV in North America in 1992, and the last Dragon Quest title to be released in North America with the Dragon Warrior name.

Dreams to Reality

Developer	Cryo
Publisher	Cryo
Release date	(eu) May 15, 1999
Genre	Platformer
Players	1 Player

The player character, Duncan, must save the worlds of Dream and Reality from a dark force. World of dreams allows him to fly between islands in the sky or to make himself a clone. The player will encounter peaceful creatures, who can talk and help him on his quest, and evil ones, who want to take away his will and must be killed. So the player jump and run through the ancient land in search for the well of mankind's dreams.

4.0



PAL Rarity: 3

Driver

Developer	Reflections Interactive
Publisher	GT Interactive
Release date	(us) June 30, 1999
	(eu) July 2, 1999
Genre	Driving, Action
Players	1 Player

Driver tells the story of John Tanner, a detective with the NYPD, going undercover in order to infiltrate organized crime by impressing the bosses with difficult driving missions. Tanner was chosen for this mission because of his unique driving skills, which he gained from his time as a racecar driver.

In 2009, a remastered version of the game was released on the App Store.

7.2

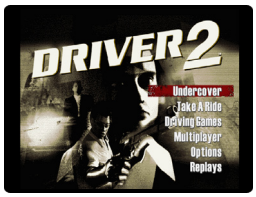
NTSC Rarity: 1
PAL Rarity: 1

Driver 2

Developer	Reflections Interactive
Publisher	Infogrames
Release date	(us) November 13, 2000
	(eu) November 17, 2000
Genre	Driving, Action
Players	1-2 Players

Driver 2 expands on Driver's 3-D, free-roam structure, as well as adding the ability of the character, Tanner, to step out of his car to explore on foot and commandeer other vehicles in the game's open world environments. The story missions are played separately from the take-a-ride mode where the player can explore the cities in their own time.

7.0



NTSC Rarity: 1
PAL Rarity: 1

7.1

NTSC Rarity: 2
PAL Rarity: 3

Ducati World Racing Challenge

Developer Attention To Detail
Publisher Acclaim
Release date (us) January 2, 2001
(eu) February 9, 2001
Genre Racing
Players 1-2 Players

In this Ducati brand-licensed motorcycle game, players can race a range of Ducati bikes ranging from the 1960's Daytona 350 to the 748 and 996. The game includes a career mode, where players climb the ladder to earn four different licenses, buy better bikes and accessories such as helmets, leathers and bike customizations. Regular quick races feature and arcade mode, two player split-screen, time attack and regular races.

7.3

NTSC Rarity: 3
PAL Rarity: 3

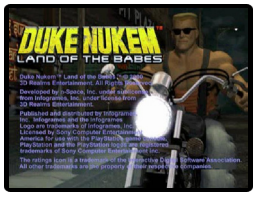
Duke Nukem: Total Meltdown

Developer 3D Realms Entertainment
Publisher GT Interactive
Release date (us) September 30, 1997
(eu) September 10, 1997
Genre First person shooter
Players 1-2 Players

Duke Nukem: Total Meltdown, known as Duke Nukem 3D for PC, is is a sequel to the platform games Duke Nukem and Duke Nukem II published by 3D Realms.

The game's lasting appeal and impact on modern video games has led to it being considered one of the most important video games of all time. The game's violent nature, erotic elements, and portrayal of women incited controversy.

6.4



NTSC Rarity: 3
PAL Rarity: 2

Duke Nukem: Land of the Babes

Developer n-Space
Publisher GT Interactive
Release date (us) September 19, 2000
(eu) April 6, 2001
Genre Third-person shooter
Players 1-2 Players

Duke Nukem: Land of the Babes is a third-person shooter video game, and a direct sequel to Duke Nukem: Time to Kill.

Similar to Duke Nukem: Time to Kill, its a third-person shooter game with very similar graphics. All enemies are new, except the pigcops and necro which were only slightly changed.

Duke Nukem: Time to Kill

6.8

Developer	n-Space
Publisher	GT Interactive
Release date	(us) September 30, 1998 (eu) March 10, 1999
Genre	Third-person shooter
Players	1-2 Players

The gameplay and controls are very similar to those of Tomb Raider, a fact humorously referenced throughout the game. Aside from Tomb Raider, the game references The Evil Dead, Monty Python and the Holy Grail, the Back to the Future series and The Good, the Bad and the Ugly.

A Nintendo 64 version was set to release, but was cancelled.

NTSC Rarity: 1
PAL Rarity: 2

The Dukes of Hazzard: Racing for Home

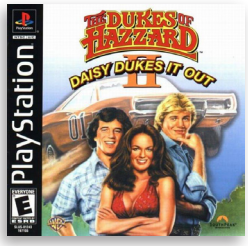
6.1

Developer	Sinister Games
Publisher	Southpeak Interactive, Ubisoft
Release date	(us) November 30, 1999 (eu) 2000
Genre	Action, Driving
Players	1-2 Players

Dukes of Hazzrd is a 3rd person arcade racer, where the player take the General Lee and drive all over the place, dodging Rosco P. Coltrane and Dep. Enos Strate while advancing the plot.

This game features the voices of Waylon Jennings, James Best, Ben Jones, Sonny Shroyer, and Tom Wopat.

NTSC Rarity: 2
PAL Rarity: 2



Dukes of Hazard II: Daisy Dukes it Out

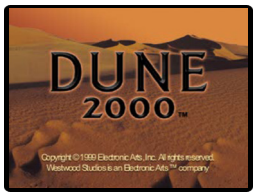
6.1

Developer	Sinister Games
Publisher	Southpeak Interactive, Ubisoft
Release date	(us) November 7, 2000 (eu) March 23, 2001
Genre	Action, Driving
Players	1-2 Players

Nearly identical gameplay to Dukes of Hazzard: Racing For Home, this game is 18 more levels of racing around the off-road areas of Hazzard county. In addition to the single player plot missions, there is also Two-Player racing mode, a Scramble mode, a Joyride mode and a mode called Grab the Jug, where the players try to collect an evasive jug on or off the road before the other players.

NTSC Rarity: 3
PAL Rarity: 3

7.2



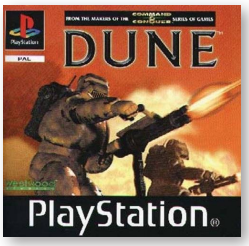
NTSC Rarity: 3
PAL Rarity: 2

Dune 2000

Developer Intelligent Games, Westwood Studios
Publisher Electronic Arts
Release date (us) October 31, 1999
(eu) November 16, 1999
Genre Strategy
Players 1 Player

Dune 2000, a real-time strategy video game, is a partial remake of Dune II, which is loosely based on Frank Herbert's Dune universe. The story of the game is similar to Dune II, and is continued in Emperor: Battle for Dune. The game uses a similar game engine to Westwood's Command & Conquer: Red Alert.

The story is told with full motion video starring actors such as John Rhys-Davies.



6.5

NTSC Rarity: 3
PAL Rarity: 3

Dynasty Warriors

Developer Omega Force
Publisher Koei
Release date (us) June 30, 1997
(eu) December, 1997
Genre Fighting
Players 1-2 Players

Unlike the later installments in the series which are hack and slash, Dynasty Warriors is a "one-on-one" fighting game.

The fighting system in Dynasty Warriors is fairly complex. All combat is weapon-based, similar to the Soulcalibur series. The player's aim is to parry the enemy's strikes with considerable timing and recognition, leaving the enemy vulnerable to attack.

7.0

PAL Rarity: 3

Dodgem Arena

Developer Formula Game Development
Publisher Project Two Interactive
Release date (eu) December 10, 1998
Genre Action sports
Players 1-2 Players

Dodgem Arena is a futuristic racing game that let players controll hovercrafts in huge bowl-shaped arenas, while trying to shoot an ice hockey puck into a goal at the top of the arena.

The player can choose between various dodgems, stockpile weapons during the match, and shields to improve the dodgem. There are six stadiums and each match has four rounds.

Eagle One: Harrier Attack

6.4

Developer	Glass Ghost
Publisher	Infogrames
Release date	(us) March 31, 2000 (eu) 2000
Genre	Shooter
Players	1-2 Players

Players assume the role of a United States Marine who pilots an AV-8B Harrier jet as well as five other aircraft including a UH-1 Huey helicopter and an A-10 Thunderbolt II. The game's objective is to complete missions such as rescuing downed pilots and attacking terrorist targets. The game's 25 single-player levels take place throughout the Hawaii island chain, and typically involve low-level flight below an altitude of 100 feet.

NTSC Rarity: 2
PAL Rarity: 2

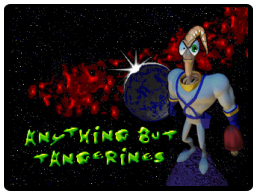
Earthworm Jim 2

7.4

Developer	Screaming Pink
Publisher	Virgin Interactive
Release date	(eu) November, 1996
Genre	Platformer
Players	1 Player

Earthworm Jim 2 is a run and gun platform video game starring an earthworm named Jim in a robotic suit who battles evil. It is a sequel to the original Earthworm Jim, and the second and final game in the Earthworm Jim series developed by original creators Doug TenNapel, David Perry, and Shiny Entertainment.

The game, much like the first, was developed for the Sega Genesis and later ported to the PlayStation among other systems.



PAL Rarity: 3

Easter Bunny's Big Day

4.0

Developer	Mastiff
Publisher	Mastiff
Release date	(us) April 1, 2003
Genre	Mini Games
Players	1-2 Players

Easter Bunny's Big Day is a compilation of mini games, ranging from jigsaw puzzles to other slow puzzles.

The Easter bunny asks children to help it find and deliver eggs to all the boys and girls of Easter Village. Unfortunately, the bunny doesn't have enough eggs, so players will have to solve puzzles and play games to find more eggs.

NTSC Rarity: 6

7.4

NTSC Rarity: 5

Echo Night

Developer From Software
Publisher Agetec
Release date (us) July 31, 1999
Genre First-person adventure, Survival horror
Players 1 Player

The story revolves around Richard Osmond, the game's protagonist, and his journey to find out what happened to the ship Orpheus, who mysteriously disappeared from the sea.

Echo Night is played from a first-person perspective, but unlike most other first-person games there is no use of firearms in the game. When confronted by a ghost the player must turn on the lights in the room by means of a light switch.

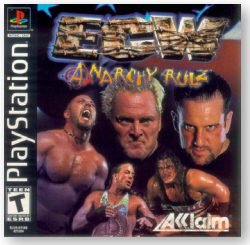
5.7

NTSC Rarity: 2
PAL Rarity: 2

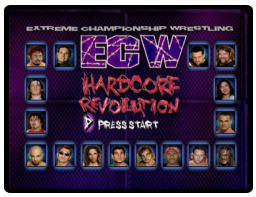
ECW Anarchy Rulz

Developer Acclaim
Publisher Acclaim
Release date (us) August 18, 2000
(eu) August 15, 2000
Genre Sports
Players 1-2 Players

ECW Anarchy Rulz is a professional wrestling video game released based on Extreme Championship Wrestling (ECW). The game is the sequel to ECW Hardcore Revolution and the last ECW game released by Acclaim. Acclaim would later start another wrestling game series with the release of Legends of Wrestling the following year.



4.9



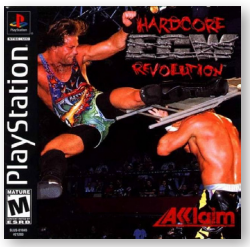
NTSC Rarity: 1
PAL Rarity: 2

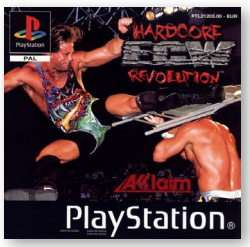
ECW Hardcore Revolution

Developer Acclaim
Publisher Acclaim
Release date (us) January 31, 2000
(eu) 2000
Genre Sports
Players 1-4 Players

ECW Hardcore Revolution was the first wrestling game to be based on ECW, as well as the first professional wrestling game to receive a Mature rating from the ESRB.

Gameplay to ECW Hardcore Revolution is identical to WWF Attitude. Much of the content was the same, but elements were changed to replace WWE owned material with Extreme Championship Wrestling material.





Eggs of Steel: Charlie's Eggcellent Adventure

4.6

Developer	Rhythm & Hues
Publisher	Atlus
Release date	(us) October 31, 1998
Genre	Platformer
Players	1 Player

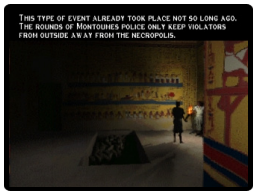
In Eggs of Steel, the player takes control of Charlie the Egg, a night watchman at a Steel Factory. However while on break, the machines start up and it is up to Charlie to stop it by hitting the reset button hidden on the other end of the factory.

There are 43 levels and 12 different bosses along with power-ups such as donuts that will increase Charlie's health.

NTSC Rarity: 5

Egypt 1156 B.C.: Tomb of the Pharaoh

7.0



Developer	Cryo
Publisher	Cryo, Canal + Multimedia
Release date	(eu) September 10, 1999
Genre	Adventure
Players	1 Player

Egypt: 1156 B.C.: Tomb of the Pharaoh is a adventure video game, set in 1156 BC. The father of the player character has been accused of arranging the pillage of a royal tomb, and the player must prove the father's innocence.

The game was followed by two sequels, Egypt 2: The Heliopolis Prophecy and Egypt 3: The Egyptian Prophecy.

PAL Rarity: 4

Egypt II

4.5

Developer	Cryo
Publisher	Cryo
Release date	(eu) May 15, 2001
Genre	Adventure
Players	1 Player

Egypt 2: The Heliopolis Prophecy follows, Egypt: 1156 B.C.: Tomb of the Pharaoh. The game is set in 1360 BC and Heliopolis, the City of the Sun has been struck by a plague. The player character`s father has also been infected. In a first person perspective, the player must find a cure and save the father and the rest of Heliopolis.

PAL Rarity: 4

6.8

NTSC Rarity: 3
PAL Rarity: 3

Ehrgeiz

Developer	DreamFactory
Publisher	Square Electronic Arts, (eu) Square
Release date	(us) April 30, 1999 (eu) February 1, 2000
Genre	Fighting
Players	1-2 Players

Ehrgeiz, fully titled Ehrgeiz: God Bless The Ring, is a 3D fighting game developed by DreamFactory and published by Namco in 1998 for the arcade platform, and later ported to the PlayStation.

Most noteworthy feature of the game is the inclusion of characters from Final Fantasy VII.

8.4

NTSC Rarity: 4

Einhänder

Developer	Square
Publisher	SCA
Release date	(us) May 5, 1998
Genre	Scrolling shooter
Players	1 Player

Einhänder is a shoot 'em up game of the scrolling shooter subgenre in the tradition of games like Gradius, in which the player controls a fighter spacecraft that must destroy enemy crafts in side-scrolling levels.

The name Einhänder is German and denotes a type of sword that is wielded with one hand, here used to refer to the single manipulator arm possessed by the player's spacecraft.

7.8

NTSC Rarity: 3

Elemental Gearbolt

Developer	Alfa System
Publisher	Working Designs
Release date	(us) June 30, 1998
Genre	Light gun shooter
Players	1-2 Players

Elemental Gearbolt was critically well received due to its science fantasy setting, which is uncommon in light gun shooters, along with its incorporation of RPG elements

Some winners of Working Designs' contests for Elemental Gearbolt received 'Assassin Case' prizes that contained gold-plated GunCon light guns. These Assassin Cases are among the most rare and prized collectibles from the PlayStation era.

Elemental Pinball

Developer	DigiCube
Publisher	Midas Interactive
Release date	(eu) August 21, 2003
Genre	Pinball
Players	1 Player

Elemental Pinball is a budget pinball game that features 3 different tables; Disco Round, Sea Round, and Jester Round, each with their own music.

5.0

PAL Rarity: 3

Eliminator

Developer	Magenta Software
Publisher	Psygnosis
Release date	(us) February 28, 1999 (eu) February 1, 1999
Genre	Shooter
Players	1-2 Players

Essential puts the player in control of a experimental hovering craft, running the gauntlet of various courses, dodging obstacles and blowing up opponents in an attempt to reach the end before an on-board bomb blows up.

As the player progress through the game the courses become trickier to navigate.

8.2

NTSC Rarity: 5
PAL Rarity: 4

The Emperor's New Groove

Developer	Argonaut Games
Publisher	SCEA
Release date	(us) November 13, 2000 (eu) November 15, 2000
Genre	Platformer
Players	1 Player

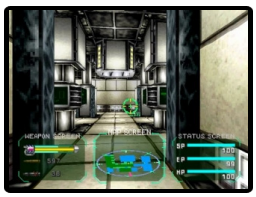
The Emperor's New Groove is based upon the 2000 film of the same name. The game loosely follows the plot of the film, from which it also includes a number of video clips.

The Emperor's New Groove is a platformer in which the player controls Kuzco from a third-person perspective, progressing through a linear succession of levels.

7.3

NTSC Rarity: 3
PAL Rarity: 3

6.3



NTSC Rarity: 3
PAL Rarity: 3

Epidemic

Developer Genki
Publisher SCEA, (eu) SCEE
Release date (us) October 31, 1996
(eu) March, 1997
Genre First Person Shooter
Players 1 Player

Epidemic is the sequel to Kileak: The DNA Imperative, with a first-person corridor shooting perspective inside of a mech, shooting scores of enemies. It features an auto-lock system and a mapping system as well. It also features full-motion video sequences to tell the story. The basic gameplay of the game is to wander the corridors of the city, destroying other mechs and picking up items along the way and solve mini-puzzles.

6.5

NTSC Rarity: 2
PAL Rarity: 3

Equestrian Showcase

Developer Tantalus Int
Publisher Mud Duck Productions, (eu) Midas Interactive
Release date (us) May 9, 2003
(eu) January 12, 2001
Genre Sports
Players 1-2 Players

Equestrian Showcase, known as Equestriad 2001 or Alexandra Ledermann 2: Equitation Competition in Europe, puts players in the saddle of show horses at three of the world's most prestigious venues including the Kentucky Three Day Event, Badminton Horse Trials, and Burghley Horse Trials. Events consist of three main challenges, Dressage, Cross Country, and Show Jumping, with specific scoring rules and penalties in each.

7.0

NTSC Rarity: 3

ESPN MLS GameNight

Developer Saffire, Konami Computer Entertainment Tokyo
Publisher Konami
Release date (us) September 19, 2000
Genre Sports
Players 1-2 Players

ESPN MLS Gamenight is a soccer simulation game that uses the same engine as ISS Pro Evolution, with both ESPN and MLS licensing. It is the only MLS game to have been released on the PlayStation.

There are 3 modes of play in the game; Match Play, Season Mode, and Custom League. Other options include adjustable difficulty, a training mode, and a option to develop players.

ESPN X-Games Pro Boarder

8.0

Developer	Electronic Arts
Publisher	Radical Entertainment
Release date	(us) October 31, 1998
	(eu) November 15, 1998
Genre	Sports
Players	1-2 Players

X Games Pro Boarder is an extreme sports simulation featuring the snowboarding events of the Winter X Games. There are five events to begin the game, and four additional events are revealed when players win events in “Circuit” mode.

The game features eight of the world’s top snowboarders, including Peter Line, Tina Basich, Shannon Dunn, and Terje Haakonsen.

NTSC Rarity: 1

E.T. the Extra-Terrestrial: Interplanetary Mission

2.3

Developer	NewKidCo
Publisher	Ubisoft
Release date	(us) December 30, 2002
	(eu) April 5, 2002
Genre	Adventure
Players	1 Player

E.T., having left Earth, has been tasked with retrieving rare species of plants across five planets. E.T. has several abilities to help him out, including healing, which can restore life to plants, telekinesis, which can move inaccessible objects, and heart stun, which can knock out enemies.

NTSC Rarity: 2
PAL Rarity: 3

Eternal Eyes

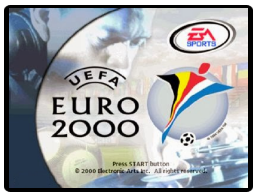
6.5

Developer	TamTam
Publisher	Sunsoft
Release date	(us) October 31, 2000
	(eu) September 22, 2000
Genre	Tactical role-playing game
Players	1 Player

Eternal Eyes is a combination of strategy console-style RPG similar to Final Fantasy Tactics, and Pokémon-like monster-breeding gameplay. The player character are Luke. Throughout the game, he will be able to capture more and more Mappets, which will then help him during his quest, also participating in battles.

NTSC Rarity: 1
PAL Rarity: 3

6.7



Euro 2000

Developer Electronic Arts
Publisher Electronic Arts
Release date (eu) April 28, 2000
Genre Sports
Players 1-2 Players

Euro 2000 is a specially released FIFA football game that coincided with the Euro 2000 European Cup.

The player takes charge of a team and play the qualifying phases for the cup, or for the cup itself.

6.0

PAL Rarity: 3

Europe Racer

Developer Davilex
Publisher Infogrames
Release date (eu) September 14, 2001
Genre Racing
Players 1 Player

Europe Racer, also known as Europe Racing, let`s the player takes the role of a race driver participating in a championship of cannonball-run style illegal street racing through various cities of Europe.

The game does not use licensed names of cars (because of the presence of car damage and police chase), but the models are easily identifiable.

7.3

PAL Rarity: 2

European Super League

Developer Coyote Developments Ltd
Publisher Virgin Interactive Entertainment
Release date (eu) March 2, 2001
Genre Sports
Players 1-2 Players

European Super League have the aforementioned licenses teams and endorsements with recognisable company names. The game has 16 fully licensed team and stadium endorsements, European Super League brings together the talent from many teams in Europe to create a ‘European Super League Championship’.

Everybody's Golf

7.6

Developer	Camelot Software
Publisher	SCEE
Release date	(us) May 5, 1998
	(eu) June 1, 1998
Genre	Sports
Players	1-4 Players

Everybody's Golf, known as Hot Shots Golf in North America, is a series of golf games published by Sony throughout the history of the PlayStation series of video game consoles. The series is well known for its humorous look on the game of golf and guest characters from other games, along with modes such as miniature golf and its ability to maintain a realistic engine with precise control in tandem with the unrealistic design.

NTSC Rarity: 3
PAL Rarity: 3

Everybody's Golf 2

7.5

Developer	Clapping Hands
Publisher	SCEE
Release date	(us) April 19, 2000
	(eu) February 22, 2000
Genre	Sports
Players	1-2 Players

While the game is very similar to the original, it does bring slight improvements. Like the game's 1997 release, there are several characters to choose from, and many more to be unlocked throughout the game. Each character has his or her own strengths and weaknesses, making character selection more than just choosing a skin.

NTSC Rarity: 3
PAL Rarity: 3

Evil Dead: Hail to the King

6.3

Developer	Heavy Iron Studios
Publisher	THQ
Release date	(us) December 4, 2000
	(eu) June 22, 2001
Genre	Survival Horror
Players	1 Player

Evil Dead: Hail to the King is based on the movie series, Evil Dead, and takes place eight years after the events of Army of Darkness.

The game functions much like a Resident Evil game, containing similar features such as pre-rendered backgrounds and semi-fixed camera angles.

NTSC Rarity: 3
PAL Rarity: 2

7.3

Evil Zone

NTSC Rarity: 1
PAL Rarity: 3

Developer	Yuke's
Publisher	Titus Interactive
Release date	(us) May 31, 1999 (eu) June, 1999
Genre	Fighting
Players	1-2 Players

Evil Zone is a fighting game released where the player can choose from ten characters to fight in several game modes including story mode, arcade mode, versus mode, practice and survival mode.

Each of the characters story modes is presented like anime TV series and gives narration in his or her own cutscenes.

6.5

Evo's Space Adventures

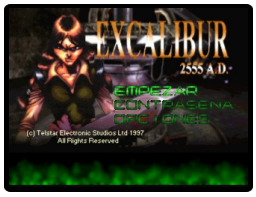
PAL Rarity: 3

Developer	Runecraft
Publisher	Take 2 Interactive
Release date	(eu) June 2000
Genre	Platformer
Players	1 Player

Evo`s Space Adventures, also known as Space Station Silicon Valley, is a platform game released initially by Scottish developer DMA Design (now known as Rockstar North, creator of the Grand Theft Auto series), for the Nintendo 64, and later ported for the PlayStation. The game is known for its game-breaking bug and several glitches, but this did not prevent it from attaining considerable critical acclaim.

6.1

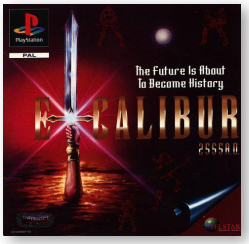
Excalibur 2555 A.D.



NTSC Rarity: 5
PAL Rarity: 3

Developer	Telstar Electronic Studios Ltd
Publisher	Telstar Electronic Studios Ltd
Release date	(us) September 30, 1997 (eu) March 1, 1997
Genre	Action role-playing game
Players	1 Player

Excalibur 2555 AD is a 3D action game. The legendary sword Excalibur has been stolen by the raiders from the far future. As Merlin's apprentice, the player are sent forward in time, equipped only with a broadsword and limited spellcasting ability. The mission: recover Excalibur and prevent catastrophe.



Expendable

7.0

Developer	Rage Software
Publisher	Infogrames
Release date	(us) April 22, 2000 (eu) April 20, 2000
Genre	Action
Players	1-2 Players

Expendable, known as Millennium Soldier: Expendable in Europe, is set in 2463 AD where the world has been consumed in chaos and countless confrontations with a powerful, technologically advanced alien race known as the Charva that want Earth and the human race destroyed. Before things get too out of hand, the government is sending expendables into action.

NTSC Rarity: 3
PAL Rarity: 3

Explosive Racing

5.0

Developer	Toka
Publisher	Funsoft
Release date	(eu) December, 1997
Genre	Racing
Players	1 Player

Explosive Racing, known as X.Racing in Japan, is the sequel to Burning Road.

The player takes control of one of six characters, each of whom drives either a car, a truck or a motorcycle. In each level, it doesn't matter what position the player finishes in; all that matters is that they meet a 'qualifying time' in order to be allowed onto the next level.

PAL Rarity: 3

Extreme 500

7.5

Developer	Ascaron
Publisher	THQ
Release date	(eu) March, 2000
Genre	Racing
Players	1-2 Players

Extreme 500, also known as Suzuki Alstare Challenge, is a motorcycle racing simulation done with the assistance from the 1997, 250cc World Championship winning team.

The game consists of all 3 GP classes (125, 250 and 500), racing on the World GP tracks of 1996, and it's possible to race against the clock.

PAL Rarity: 4

5.5

PAL Rarity: 3

Extreme Ghostbusters: The Ultimate Invasion

Developer	Similis
Publisher	LSP
Release date	(eu) March 15, 2004
Genre	Shooter
Players	1-2 Players

Extreme Ghostbusters is based on the animated series that was a a short-lived, sequel/spin-off of The Real Ghostbusters.

The game is an action-shooter game, with four different characters to choose from, and 3 different game modes; training, arcade and adventure.

5.4

NTSC Rarity: 3
PAL Rarity: 4

Extreme Pinball

Developer	Epic Games
Publisher	Electronic Arts
Release date	(us) March 28, 1996 (eu) April, 1996
Genre	Pinball
Players	1-4 Players

Extreme Pinball is a pinball video game, the first game developed by Digital Extremes, though founder James Schmalz, who had also previously created Silverball and Epic Pinball in 1993.

All the music tracks for this game were made by Robert A. Allen.

4.0

PAL Rarity: 3

Extreme Snowbreak

Developer	Virtual Studio
Publisher	Microids
Release date	(eu) March 10, 1998
Genre	Sports
Players	1-2 Players

Extreme Snowbreak, known in Japan as Snow Break, is a ski racing game that features four types of races; arcade mode, a one-player race, against three other skiers, two-player mode, a race against a ghost of the other competitor rather than play at the same time, and two time modes. Trial is like the one-player game but against the clock rather than other players, while the time race is against a ghost of the best course times.

Extreme Go-Kart Racing

2.0

Developer Now Productions
Publisher A1 Games
Release date (us) September 23, 2003
Genre Racing
Players 1-2 Players

Extreme Go-Kart Racing is a racing game with three modes of gameplay; Grand Prix, Time Attack, and Two-Player Versus. Players can use the drift technique and grab turbo capsules littering the race courses to give a competitive edge.

NTSC Rarity: 2

Elemental Gearbolt Assassin's Case Edition

Working Designs created this extremely limited edition set as both an award and promotional item during the 1998 Electronic Entertainment Expo (E3). Less than 50 Assassin Cases were ever created, and of those, only 3 have been confirmed. Included are a briefcase with a pre-molded bottom tray that has space for a GunCon, a double-jewel cased game, and one official Memory Card. The Official Namco Guncon, created by Namco for their Time Crisis and Point Blank series, Working Designs took the original creation had had it repainted gold. An Official Sony Memory Card. The game, Elemental Gearbolt, a full retail version, factory sealed. Oddly enough, it still wields the contest sticker proclaiming you could win $10,000. And a Congratulatory Letter.

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LSTAR Electronic Studios

F1 2000

6.4

Developer	Visual Sciences
Publisher	Electronic Arts
Release date	(us) February 29, 2000 (eu) June 10, 2000
Genre	Racing
Players	1-2 Players

F1 2000 is a racing video game based on the 2000 Formula One season. It was the last Visual Sciences F1 racing game to appear on the PlayStation. With an official FIA Formula One license, it includes the full 2000 world championship season, including the new Indianapolis circuit and the Jaguar Racing team.

The game featured the song "F1 Theme" by James Hannigan, and "Every You Every Me" by Placebo, among other.

NTSC Rarity: 1
PAL Rarity: 3

F1 Championship Season 2000

6.5

Developer	Visual Sciences
Publisher	Electronic Arts
Release date	(us) September 30, 2000 (eu) November 24, 2000
Genre	Racing
Players	1-2 Players

F1 Championship Season 2000, based on the 2000 Formula One season, was released for the PlayStation, Macintosh, PC, PlayStation 2 and Game Boy Color.

In European PS2 copies of the game, when the player overtakes the car ahead, the latter will accelerate, especially in corners, beyond the difficulty level chosen.

NTSC Rarity: 4
PAL Rarity: 3

F1 Racing Championship

8.2

Developer	Ubisoft
Publisher	Video System
Release date	(us) October 11, 2000 (eu) April 30, 2000
Genre	Racing
Players	1-2 Players

F1 Racing Championship featured all the 22 drivers and 11 teams from the 1999 Formula One World Championship, as well as the 16 tracks, including the brand new Sepang Circuit. The game featured great graphics and realistic handling for the time. The sales were behind expectations. Reasons were a poor artificial intelligence and damage model and the bug-prone initial release.

NTSC Rarity: 2
PAL Rarity: 3

6.7

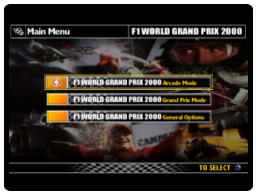
NTSC Rarity: 3
PAL Rarity: 2

F1 World Grand Prix

Developer	Lankhor, Video System
Publisher	Eidos Interactive
Release date	(us) November 30, 1999 (eu) 1999
Genre	Racing
Players	1-2 Players

F-1 World Grand Prix is a Formula One racing sim, first released in 1998 for the Nintendo 64 game console and to the PlayStation. It is based on the 1997 Formula One season, featuring each of the 17 circuits from the season and all 22 drivers (as well as two unlockable bonus racers), with the exceptions of Jacques Villeneuve (licensing reason) and the MasterCard Lola team.

6.8



NTSC Rarity: 3
PAL Rarity: 2

F1 World Grand Prix 2000

Developer	Eutechnyx
Publisher	Eidos Interactive
Release date	(us) March 30, 2001 (eu) March 30, 2001
Genre	Racing
Players	1-2 Players

F1 World Grand Prix 2000 is based on the 2000 season of the Formula One world championship, and the sequel to the F1 World Grand Prix, both published by Eidos Interactive.

As an officially licensed title, it includes all the teams, drivers and tracks from the 2000 Formula One season.

6.5

PAL Rarity: 3

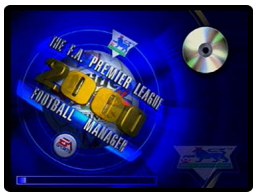
FA Manager

Developer	Krisalis Software
Publisher	Eidos Interactive
Release date	(eu) June 10, 1999
Genre	Soccer Manager
Players	1-2 Players

FA Manager is the first game in a series of soccer management games where the player takes on the role of the manager of a football team. This title is focused on the English leagues and contains the premier league as well as league division 1, 2 and 3. It is fully licensed for the teams and players for the 1998-1999 season.

The FA Premier League Football Manager 2000

7.2



Developer	Krisalis Software
Publisher	Electronic Arts
Release date	(eu) October 29, 1999
Genre	Soccer Manager
Players	1 Player

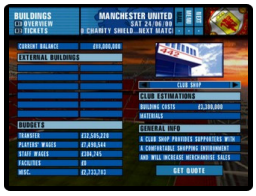
The FA Premier League Football Manager 2000 is the first sequel to The FA Premier League Football Manager 99.

On some copies, after every season money will go down. It doesn't matter if the player won the premier league, got promoted or won the league they were competing in, they will always become shorter and shorter in money.

PAL Rarity: 3

The FA Premier League Football Manager 2001

8.0



Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(eu) September 8, 2000
Genre	Soccer Manager
Players	1 Player

Like its predecessor the player take control of a football team and try to send them to the top. Aside from all the clubs, players, stadiums and logos from the British F.A. Premier league, the game also features 6 other national leagues such as that of the Netherlands and Germany. But not all the names from these countries are official.

PAL Rarity: 3

FA Premier League Stars

5.5

Developer	Electronic Arts, Software Creations
Publisher	Electronic Arts
Release date	(eu) August 24, 1999
Genre	Sports
Players	1-2 Players

Premier League Stars is a soccer game from EA, released just a few months before FIFA 2000. The two games are quite similar but Stars is a bit more pacey and more action than the more realistic FIFA. Whereas FIFA has several leagues the Stars game has focused on the English Premier League and it is full licensed with all the real clubs, kits, stadiums and players.

"mobygames.com"

PAL Rarity: 2

5.0

PAL Rarity: 3

FA Premier League Stars 2001

Developer Electronis Arts
Publisher Electronis Arts
Release date (eu) September 8, 2000
Genre Sports
Players 1-2 Players

FA Premier League Stars 2001 is the sequel and last title of the short run of EA's Stars series, a spin-off from the mainstay FIFA titles.

Instead of digressing into several leagues, Stars focused on only one and allows the player to improve his team by enhancing the players' abilities or in the transfer market.

"mobygames.com"

6.1

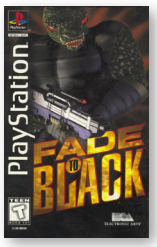
NTSC Rarity: 1
PAL Rarity: 3

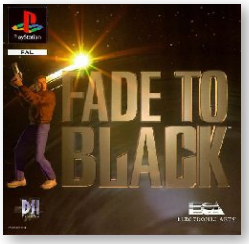
Fade to Black

Developer Delphine Software
Publisher Electronic Arts
Release date (us) June 24, 1996
(eu) July 1, 1996
Genre Action-adventure
Players 1 Player

Fade to Black is an action-adventure game, and the sequel to the 1992 video game, Flashback.

The main protagonist is Conrad Hart who, in Flashback, destroyed the planet of hostile aliens called the Morphs and went into suspended animation in a spaceship that floats aimlessly through outer space. A half century later, he is found by the Morphs and imprisoned in the Lunar prison of New Alcatraz.





5.0

NTSC Rarity: 3

Family Feud

Developer Artech Studios
Publisher Hasbro Interactive
Release date (us) October 16, 2000
Genre Trivia
Players 1-2 Players

A game based on the television game show, Family Feud. This version of Family Feud is hosted by the comedian Louie Anderson, who appears in the game courtesy of full motion video clips.

The player chooses a family of five to play against another family. During the game, players are asked to find the most common answers to various questions asked by the host, so the family can earn points.

Family Game Pack

4.7

Developer 3DO
Publisher 3DO
Release date (us) March 14, 2000
Genre Casino
Players 1-2 Players

Family Game Pack features 25 classic games, including; casino games such as 5 video poker variations, slot machines, and Blackjack. Also included are board games which are Backgammon, Checkers, Chess, Dominoes, and Reversi. There are also card games including the games of Hearts, Spades, Crazy Eights, Go Fish, and Old Maid. Solitaire games of Klondike, Auld Lang Syne, Calculation, Scorpion, & Flower Garden also make an appearance.

NTSC Rarity: 5

Fantastic Four

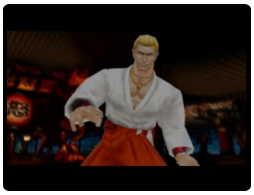
5.3

Developer Acclaim
Publisher Acclaim
Release date (us) September 30, 1997
(eu) August, 1997
Genre Beat'em up
Players 1-2 Players

Fantastic Four is based on the popular Marvel Comics characters of the same name.

The format of the game is similar to arcade game such as Golden Axe, Final Fight or Streets of Rage. As the player controls the superheroes through the various levels, groups of thugs, robots, and mutants will appear on each screen and need to be destroyed before the player can advance.

NTSC Rarity: 6
PAL Rarity: 4



Fatal Fury: Wild Ambition

6.9

Developer SNK
Publisher SNK
Release date (us) November 30, 1999
Genre Fighting
Players 1-2 Players

Fatal Fury: Wild Ambition is a 3D fighting game, and part of the Fatal Fury series of fighting games.

The game re-tells the story of the original Fatal Fury video game. It introduces Toji Sakata and Tsugumi Sendo to the series, and places Mai Shiranui, Kim Kaphwan, and Li Xiangfei as participants of the original King of Fighters tournament.

NTSC Rarity: 4

7.3

NTSC Rarity: 1
PAL Rarity: 2

Fear Effect

Developer Kronos Digital Entertainment
Publisher Eidos Interactive
Release date (us) January 31, 2000
(eu) 1999
Genre Action-adventure
Players 1 Player

The story of Fear Effect concerns three outlaws named Hana, Deke, and Glas who are trying to retrieve the missing daughter of a wealthy Chinese businessman. Essentially a cyberpunk adventure set in futuristic China, Fear Effect's storyline also incorporates elements of Chinese mythology.

In 2004, Uwe Boll bought the film rights to the game.

7.2

NTSC Rarity: 3
PAL Rarity: 3

Fear Effect 2: Retro Helix

Developer Kronos Digital Entertainment
Publisher Eidos Interactive
Release date (us) February 21, 2001
(eu) March 23, 2001
Genre Action-adventure
Players 1 Player

Fear Effect 2 is a prequel chronicling the events that lead up to the original Fear Effect. The game garnered attention leading up to its release for a sexually charged advertising campaign focusing primarily on the suggested lesbian relationship between the two female protagonists, showing them posing together suggestively in revealing clothing.

6.6

NTSC Rarity: 2
PAL Rarity: 3

Felony 11-79

Developer Climax Entertainment
Publisher ASCII Entertainment
Release date (us) August 31, 1997
(eu) December, 1997
Genre Racing
Players 1 Player

Felony 11–79 was the first game in the Runabout series of destruction-themed driving games.

While it features three separate environments and a test course as opposed to the later games' use of one city, the game itself is rather short. Most of the player's time is spent unlocking the game's many bonus vehicles.

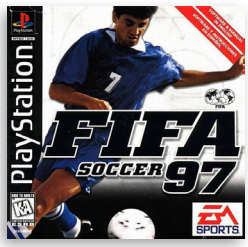
FIFA 96

5.3

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November, 1995 (eu) December, 1995
Genre	Sports
Players	1-2 Players

FIFA 96 is the third entry in the FIFA Series. It was the first in the series to feature real-time 3D graphics on the Sega Saturn, PlayStation, 32X, and DOS versions, using technology called "Virtual Stadium". The SNES and Mega Drive editions used the FIFA '95 engine. It is also the first in the series to present players with real player names and positions, with ranking, transfer and team customisation tools.

NTSC Rarity: 2
PAL Rarity: 2



FIFA 97

6.7

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November 30, 1996 (eu) 1996
Genre	sports
Players	1-2 Players

FIFA 97 was the fourth game in the FIFA Series and the second to use the Virtual Stadium engine. Unlike the first game to use the engine, FIFA 97 features polygonal players as opposed to the 2D sprites used in FIFA Soccer '96. The engine however received complaints for being sluggish in the PC and PlayStation versions.

David Ginola (then a Newcastle United player) graced the cover of the game in the European market.

NTSC Rarity: 2
PAL Rarity: 2

FIFA: Road to World Cup 98

7.7

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) December 1, 1997 (eu) November, 1997
Genre	Sports
Players	1-8 Players

FIFA: Road to World Cup 98 was the fifth game in the FIFA series and the second to be in 3D on the 32-bit machines. A number of different players were featured on the cover, including David Beckham in the UK, Roy Lassiter in the USA and Mexico, David Ginola on the French cover, Raúl on the Spanish cover, Paolo Maldini on the Italian and Andreas Möller on the German cover.

NTSC Rarity: 2
PAL Rarity: 1

7.3

NTSC Rarity: 2
PAL Rarity: 1

FIFA 99

Developer EA Canada
Publisher Electronic Arts
Release date (us) November 30, 1998
(eu) 1998-12-08
Genre Sports
Players 1-2 Players

While the indoor mode was no longer featured, the gameplay's fluidity and responsiveness was increased. Graphically, it is a major improvement over FIFA '98, with the inclusion of basic facial animations and different players' heights as well as certain other cosmetic features such as improved kits and emblems, although they are unlicensed. Players may also create their own custom cups and leagues and select the teams they wish to participate.

7.0

NTSC Rarity: 2
PAL Rarity: 2

FIFA 2000

Developer EA Canada
Publisher Electronic Arts
Release date (us) October 9, 1999
(eu) November, 1999
Genre Sports
Players 1-2 Players

FIFA 2000, titled FIFA 2000: Major League Soccer in North America, was the seventh game in the main FIFA series. Among the innovations for this edition of the series was the ability to play over consecutive seasons, giving the possibility of competing for promotion or relegation and qualification for European Cup competition. Also, the US Major League Soccer was officially licenced for the first time in the series.

6.7

NTSC Rarity: 2
PAL Rarity: 2

FIFA 2001

Developer EA Canada
Publisher Electronic Arts
Release date (us) November 14, 2000
(eu) November 3, 2000
Genre Sports
Players 1-2 Players

This title had a new graphics engine which allows each team to have its own detailed kit, and for some players, their own unique faces. Doing away with ordinary coloured pennants as club emblems, the license includes official club emblems for the first time, although certain leagues, like the Dutch league, are unlicensed. Slightly tweakable physics made the game a modding favorite for its fan community.

FIFA 2002

6.9

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November 1, 2001 (eu) November 2, 2001
Genre	Sports
Players	1-2 Players

FIFA Football 2002 was the final game in the main series to feature the Japanese national team, as the Japan Football Association would sell its exclusive rights to Konami during 2002, thereby depriving not only FIFA, but all other football games in the market (with the exception of EA's World Cup spin-offs), from using its lineup and likeness (Japanese players in foreign markets continued to be featured in the series, though).

NTSC Rarity: 2
PAL Rarity: 2

FIFA Soccer 2003

6.1

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November 11, 2002 (eu) November 1, 2002
Genre	Sports
Players	1-2 Players

A number of new features were added to improve upon the previous version. Club Championship Mode was introduced with the feature of playing against 17 of Europe's top clubs in their own stadiums and the fans singing their unique chants and songs. One of the most anticipated new features was EA Sport's "Freestyle Control" which allows the user to flick the ball on and lay it off to team mates.

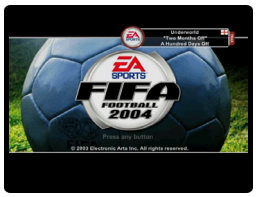
NTSC Rarity: 2
PAL Rarity: 2

FIFA Soccer 2004

6.3

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) November 4, 2003 (eu) October 24, 2003
Genre	Sports
Players	1-2 Players

While not adding much to the engine used in FIFA Football 2003, the biggest new inclusions were secondary divisions, which allow the player to take lower ranked teams to promotion attempts. Gameplay has a new feature dubbed "Off the ball", which allows the control of two players at the same time for greater tactical play.



NTSC Rarity: 2
PAL Rarity: 2

7.0

NTSC Rarity: 1
PAL Rarity: 3

FIFA 2005

Developer EA Canada
Publisher Electronic Arts
Release date (us) October 12, 2004
(eu) October 15, 2004
Genre Sports
Players 1-2 Players

Improving the career mode, the game was extensively advertised and released much sooner than the usual late October dates to avoid proximity with the release of Pro Evolution Soccer 4 and the EA Big release, FIFA Street. While some critics still considered it to have inferior gameplay to Konami's series, it was acknowledged to have improved significantly since the 2003 edition.

4.9

NTSC Rarity: 3
PAL Rarity: 3

The Fifth Element

Developer Kalisto Entertainment
Publisher SCEE
Release date (us) September 30, 1998
(eu) October 1, 1998
Genre Action
Players 1 Player

Based on Luc Besson's science-fiction movie The Fifth Element, the game lets the player replay the story of the film as the main characters Korben and Leeloo. Running and jumping Tomb Raider-style through a 3D environment, fighting the minions of evil that block the way.

The Playstation version was generally met with negative reviews, though the PC version was more well received.

4.9

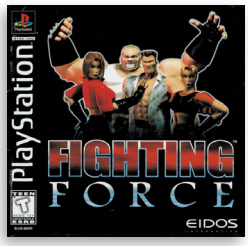
NTSC Rarity: 3
PAL Rarity: 4

Fighter Maker

Developer ASCII Entertainment
Publisher Agetec Inc.
Release date (us) May 31, 1999
(eu) 1999
Genre Fighting
Players 1-2 Players

Fighter Maker is a 3D fighting game that comes with three different modes. Normal mode lets the player fight in a series of exhibition matches against the computer and VS. mode lets two players fight against each other.

Options let the player set the difficulty, the time of the fighting rounds, number of rounds, length of the life bar, and whether to turn Hyper Mode on or off.



Fighting Force

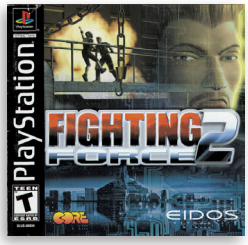
6.5

Developer	Core Design
Publisher	Eidos Interactive
Release date	(us) October 31, 1997 (eu) November, 1997
Genre	Beat 'em up
Players	1-2 Players

Fighting Force, known in Japan as Metal Fist, is a 3D beat 'em up in the same lines of classics such as Final Fight.

The game was originally devised by Core Design as Streets of Rage 4 to be published by Sega exclusively for the Saturn. Sega pulled the Streets of Rage name during development after a disagreement with Core about porting it to rival formats.

NTSC Rarity: 1
PAL Rarity: 3



Fighting Force 2

5.7

Developer	Core Design
Publisher	Eidos Interactive
Release date	(us) November 30, 1999 (eu) December, 1999
Genre	Action
Players	1 Player

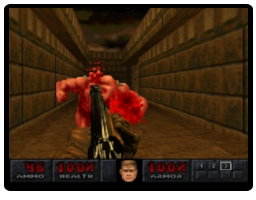
Set in the not-too-distant future, human cloning has become a reality but has been banned by international treaty. The Knackmiche Corporation is suspected of researching cloning, and mercenary Hawk Manson is sent on a covert mission to investigate.

Unlike its predecessor which received some decent reviews, Fighting Force 2 was not very successful, and received very low ratings from most well known gaming publications.

NTSC Rarity: 1
PAL Rarity: 2

Final Doom

7.9



Developer	Williams Entertainment
Publisher	GT Interactive
Release date	(us) October 1, 1996 (eu) October 2, 1997
Genre	First-person shooter
Players	1-2 Players

Final Doom uses the game engine, items and characters from Doom II: Hell on Earth and was released in 1996 and distributed as an official id Software product.

The gameplay of the PlayStation conversion of Final Doom is practically identical to that found in the PlayStation conversion of Doom.

NTSC Rarity: 3
PAL Rarity: 3

8.4

NTSC Rarity: 3

Final Fantasy Anthology

Developer Square
Publisher Square
Release date (us) September 30, 1999
Genre Compilation
Players 1-2 Players

The North American release includes PlayStation ports of Final Fantasy V and Final Fantasy VI with a special edition soundtrack CD.

The version of Final Fantasy VI contained in this anthology has a “bonus” section, where players can watch replays of the movie clips, see original game artwork, and review listings of all the monsters encountered in the game.

8.0

PAL Rarity: 2

Final Fantasy Anthology

Developer Square
Publisher SCEE
Release date (eu) May 1, 2002
Genre Compilation
Players 1 Players

The PAL release includes PlayStation ports of Final Fantasy IV and Final Fantasy V.

The new versions of these games feature lengthy movie sequences at the beginning of each adventure, which gives fans a chance to see more realistically rendered versions of the characters in the game.

7.8

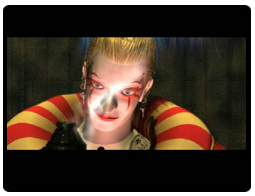
NTSC Rarity: 2
PAL Rarity: 3

Final Fantasy Origins

Developer Square
Publisher Square
Release date (us) April 9, 2003
(eu) March 14, 2003
Genre Compilation
Players 1 Player

The game is a compilation of the PlayStation ports of Final Fantasy and Final Fantasy II.

This version was similar to the WonderSwan Color remake and featured several changes such as more detailed graphics, a remixed soundtrack, added full motion video sequences, art galleries of Yoshitaka Amano’s illustrations and a memo save function.



Final Fantasy VI

8.6

Developer Square
Publisher SCEE
Release date (eu) March 1, 2002
Genre Role-playing game
Players 1 Player

Final Fantasy VI, also known as Final Fantasy III for the SNES version, was released for the Super Nintendo Entertainment System in 1994.

Final Fantasy VI's PlayStation re-release is very similar to the original Japanese release as seen on the SNES. With the exception of the addition of two full motion video opening and ending sequences and new effects used for the start and end of battles.

PAL Rarity: 3

Final Fantasy VII

8.9

Developer Square
Publisher SCEA, (eu) SCEE
Release date (us) September 7, 1997
(eu) November 17, 1997
Genre Role-playing game
Players 1 Player

The game was the first in the series to use 3D computer graphics, featuring fully rendered characters on pre-rendered backgrounds, and the first game in the main series to be released in Europe.

Helped by a large pre-release promotional campaign, Final Fantasy VII became an immediate critical and commercial success. It has continued to sell solidly—10 million copies were sold by May 2010, making it the best-selling title in the series.

NTSC Rarity: 2
PAL Rarity: 3

Final Fantasy VIII

8.3

Developer Square
Publisher Square Electronic Arts, (eu) SCEE
Release date (us) September 9, 1999
(eu) October 27, 1999
Genre Role-playing game
Players 1 Player

The game removed magic point-based spell-casting and the first title to consistently use realistically proportioned characters. The game follows the story of a group of mercenaries, who are part of an organization named "SeeD". Their main goal in the game is to stop a sorceress from the future from compressing time.

The game had shipped 8.15 million copies worldwide as of March 31, 2003.

NTSC Rarity: 2
PAL Rarity: 3

8.8

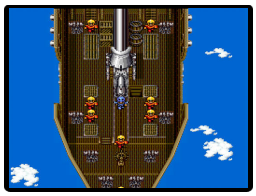
NTSC Rarity: 2
PAL Rarity: 3

Final Fantasy IX

Developer Square
Publisher Square Electronic Arts, (eu) SCEE
Release date (us) November 13, 2000
(eu) February 16, 2001
Genre Role-playing game
Players 1 Player

Final Fantasy IX introduced new features to the series, like the 'Active Time Event', 'Mognet', and a unique equipment and skill system. The game was developed alongside Final Fantasy VIII, but took a different approach by returning to the more traditional style of the early Final Fantasy games. Consequently, Final Fantasy IX was influenced significantly by the original Final Fantasy game, and features allusions to other titles in the series.

8.5



NTSC Rarity: 2

Final Fantasy Chronicles

Developer Square
Publisher Square Electronic Arts
Release date (us) June 29, 2001
Genre Compilation
Players 1-2 Players

Final Fantasy Chronicles is a compilation of Square's role-playing video games Final Fantasy IV and Chrono Trigger, both ported from the Super Nintendo Entertainment System. Several bonus features were added to each game, such as art galleries, bestiaries, and cutscenes—including computer-generated full motion video used at the beginning of Final Fantasy IV and anime scenes used throughout Chrono Trigger.

8.8

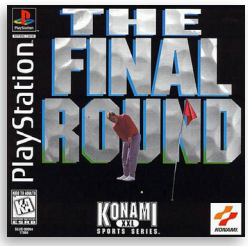
NTSC Rarity: 3

Final Fantasy Tactics

Developer Square
Publisher SCEA
Release date (us) January 28, 1998
Genre Tactical role-playing game
Players 1 Player

Final Fantasy Tactics combines thematic elements of the Final Fantasy video game series with a game engine and battle system unlike those previously seen in the franchise. In contrast to other 32-bit era Final Fantasy titles, Final Fantasy Tactics uses a 3D, isometric, rotatable playing field, with bitmap sprite characters.

Final Fantasy Tactics received universal acclaim upon its release, and critical opinion of the game has improved further over time.



The Final Round

Developer Konami
Publisher Konami
Release date (us) August 31, 1996
(eu) November 15, 1996
Genre Sports
Players 1-4 Players

The Final Round, known as Konami Open Golf in Europe, is a golf game with the option to choose from six different golfers, each with different attributes and skills. The player can compete against other players in a Tournament or Skins Game.

8.5

NTSC Rarity: 3

Firestorm: ThunderHawk 2

Developer Core Design
Publisher Core Design
Release date (us) 1995
(eu) 1995
Genre Shooter
Players 1 Player

Firestorm: Thunderhawk 2, known as Thunderstrike 2 in North America, is a combat flight simulator video game, and the sequel to Thunderhawk.

Gameplay is similar to that of most combat flight simulators. The player controls an AH-73M attack helicopter through a variety of missions around the world.

6.6

NTSC Rarity: 4

Firo and Klawd

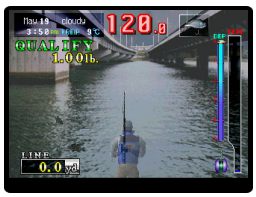
Developer Interactive Studios
Publisher BMG Interactive
Release date (eu) November, 1996
Genre Platformer
Players 1-2 Players

Firo and Klawd has the player take the role of either Firo, an ape Police detective, or Klawd, an odd job cat, and set out to find out who is distributing phony dollar bills around the city. Each level consists of branching paths to take in the story, all ending up in the same place eventually, which for its time was unusual as not many games took advantage of the branching gameplay.

5.0

PAL Rarity: 5

7.4



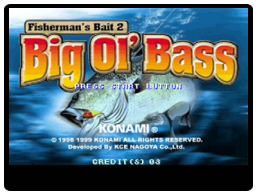
NTSC Rarity: 3
PAL Rarity: 3

Fisherman's Bait: A Bass Challenge

Developer Konami
Publisher Konami
Release date (us) January 31, 1999
(eu) March 9, 1999
Genre Sports
Players 1-2 Players

Fisherman's Bait: A Bass Challenge lets the player fish in four different lakes, each with 15 spots to fish from and with seven different lures to choose from. The game also featured the dual shock, which was new at the time to the PlayStation.

7.6



NTSC Rarity: 4
PAL Rarity: 3

Fisherman's Bait 2: Big Ol' Bass

Developer Konami
Publisher Konami Computer Entertainment Nagoya
Release date (us) December 15, 1999
(eu) March 15, 2000
Genre Sports
Players 1-2 Players

The sequel to Fisherman's Bait allows the player to fish for over fifteen different types of fish, using twenty different fishing spots and many different lures. The game features five game modes: Beginner, Free Fishing, Tournament, Versus Play and World Monster mode.

5.0

NTSC Rarity: 3
PAL Rarity: 3

Flintstones Bedrock Bowling

Developer Adrenalin Interactive
Publisher Ubisoft
Release date (us) September 19, 2000
(eu) August 18, 2000
Genre Racing
Players 1-4 Players

The Flintstones: Bedrock Bowling is a Bowling game. The characters are in a giant hollowed out bowling balls, trying to knock the pins spread throughout level.

This was the last time that Henry Corden voiced Fred Flintstone before his retirement the same year.

Floating Runner

4.9

Developer	Kokopel
Publisher	THQ
Release date	(us) 1996 (eu) November, 1996
Genre	Platformer
Players	1 Player

The gameplay is a 3D platformer where the player takes control of either Cress, the priestess, or Lay, the bounty hunter, and explore seven worlds in fourteen levels, blasting away bad guys with various spells, firepower and power-ups in an attempt to locate a magical crystal that will help them in their quest. In addition to blasting away bad guys they must complete the level in a certain time-limit.

NTSC Rarity: 5
PAL Rarity: 4

Football Madness

7.0

Developer	Naps Team
Publisher	Phoenix Games
Release date	(eu) March 28, 2003
Genre	Sports
Players	1-2 Players

Football Madness let the players use aggressive tackles. Playing without the interruption of an referee, the player can do what they want, without being sent off. This includes dirty tactics.

The game is a 5 vs 5 soccer game that features 16 national teams, 4 different stadiums and 3 game modes; League, Single Match, and Cup.

PAL Rarity: 3

Ford Racing

4.8

Developer	Toolbox Design
Publisher	Empire Interactive
Release date	(us) March 6, 2001 (eu) February 16, 2001
Genre	Racing
Players	1-2 Players

Ford Racing, the first game in the Ford Racing series, was released for the PlayStation, PC and the Arcade. The game features 12 Ford cars from both the United States and Europe lines and 10 tracks on which the 12 cars can race. The game features a career mode with several different types of races and the ability to upgrade the cars with various upgrades.

NTSC Rarity: 1
PAL Rarity: 3

7.7

NTSC Rarity: 2
PAL Rarity: 3

Ford Truck Mania

Developer Alpine Studios, Inc.
Publisher Gotham Games
Release date (us) September 19, 2003
(eu) September 19, 2003
Genre Racing
Players 1-2 Players

Ford Truck Mania have the players choose from a variety of vehicles, including eight standard Fords and four modified trucks, with adjustable steering, transmission, tires, suspension, and color. Races are run in three circuits, Amateur, Semi Pro, and Professional, and a number of options allow players to customize courses and rules to suit their preferences.

7.5

NTSC Rarity: 1
PAL Rarity: 3

Formula 1

Developer Bizarre Creations
Publisher Psygnosis
Release date (us) September 30, 1996
(eu) September 1, 1997
Genre Racing
Players 1 Player

Formula 1 is the first racing game in Sony's Formula One series. The game is based on the 1995 Formula One season, although it was released in 1996. It is distinct from its sequels because it was made after the end of the season, meaning that it features driver substitutes. If a player is to complete a season after winning every race, and leading the Constructor's Championship, a special hidden circuit is unlocked.

8.0

PAL Rarity: 2

Formula 1 97

Developer Bizarre Creations
Publisher Psygnosis
Release date (us) September 30, 1997
(eu) September 26, 1997
Genre Racing
Players 1-2 Players

Formula 1 97, known as Formula 1 Championship Edition in North America, depicts the 1997 Formula One season. It was the first in the series to have a specific driver on the front cover: Michael Schumacher in his Ferrari appears on most editions, whilst Olivier Panis in his Prost appears on the French edition and Jean Alesi in his Benetton appears on the Japanese edition.

Formula 1 98

5.9

Developer	Visual Sciences
Publisher	Psygnosis
Release date	(us) November 30, 1998 (eu) October 30, 1998
Genre	Racing
Players	1-2 Players

Formula 1 98 was released by Psygnosis, which held the official Formula 1 game licence at the time. Following the departure of Bizarre Creations, Psygnosis offered Reflections Interactive the chance to develop Formula 1 98. However, they pulled out to make Driver. Visual Science were hired to make the game. As a result of this the game ended up being very poorly received by various gaming publications.

NTSC Rarity: 1
PAL Rarity: 3

Formula GP

3.0

Developer	Kung Fu
Publisher	Midas Interactive
Release date	(eu) February 21, 2003
Genre	Racing
Players	1 Player

Formula GP is a Formula 1 racing game that features 8 different circuits around the world, all of them are ficticious since the game doesn't have the FIA licences. The game lacks different game modes, and the only option to choose from, are which circuit to play on.

PAL Rarity: 3

Formula Karts: Special Edition

6.0

Developer	Manic Media Productions
Publisher	Telstar Electronic Studios
Release date	(eu) November 21, 1997
Genre	Racing
Players	1-2 Players

Formula Karts is a semi-realistic racing title that attempts to capture the spirit of kart racing with it's low slung feeling of speed, and corner after corner of impressive handling, and inevitable sliding. The title supports both simulation and arcade modes, and features some effective race AI for non-player vehicles. Two player split screen is supported albeit with some slowdown.

PAL Rarity: 3

6.5

PAL Rarity: 3

Formula Nippon

Developer TYO
Publisher EON
Release date (eu) November 17, 2000
Genre Racing
Players 1-2 Players

This is a race game based on a real open wheel Japanese series called “Formula Nippon” (originally based from F3000). The player can make a career progress from Go Kart to Formula 3 and finally Formula Nippon. Four Game Modes are available: Scenario, Arcade, Time Attack and 2 Players. With races that can be played on dry or wet track.

6.6

NTSC Rarity: 1
PAL Rarity: 2

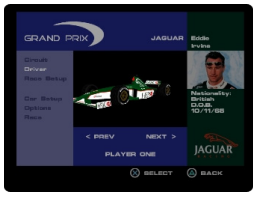
Formula One 99

Developer Studio 33
Publisher Psygnosis, SCEE
Release date (us) October 31, 1999
(eu) October 20, 1999
Genre Racing
Players 1-2 Players

After Formula 1 98, Psygnosis brought in a new development team. Studio 33 had previously developed Newmann Haas racing using the original F1 Game engine from Bizarre Creations. Formula One 99 showed that Studio 33 was already experienced in creating a sim-based racing game.

During the making of this game, Psygnosis was taken over by Sony Computer Entertainment Europe.

6.6



PAL Rarity: 3

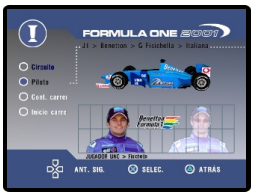
Formula One 2000

Developer Studio 33
Publisher SCEE
Release date (eu) October 6, 2000
Genre Racing
Players 1-2 Players

Formula One 2000 contained the new “arcade” mode, which had been missing from its predecessor, Formula One 99. This arcade mode seemed more similar in style to WipEout—tracks were grouped into “location zones” with futuristic-sounding names and cars were grouped into series.

Formula One 2000 is the only game of the series, known to be made on another console, the GameBoy Color.

Formula 1 2001



7.6

Developer	Studio 33
Publisher	SCEE
Release date	(eu) May 24, 2001
Genre	Racing
Players	1-2 Players

Formula One 2001 was the last simulation Formula One game to appear on the PlayStation. It was also the last game in the series released in North America before the 2005 release of F1 Grand Prix for the PlayStation Portable.

Formula One 2001 was the first game to support the Logitech racing wheel (a.k.a. GT Force) for the PlayStation 2 console.

PAL Rarity: 3

Formula One Arcade

5.4

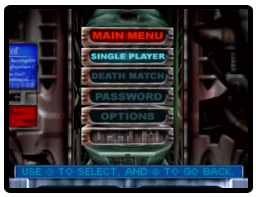
Developer	Studio 33
Publisher	SCEE
Release date	(eu) June 19, 2002
Genre	Racing
Players	1-2 Players

Formula One Arcade is based on the 2001 Formula One season, the game was centered around hectic racing action and is considered unrealistic. Players compete in a quick race of just a few laps, collecting checkpoints to keep the time, speed boost, which make the car faster, large tires, which gives the car more grip, and shields, which make the car invulnerable.

PAL Rarity: 3

Forsaken

6.0



Developer	Probe Entertainment
Publisher	Acclaim
Release date	(us) April 30, 1998 (eu) April, 1998
Genre	First-person shooter
Players	1-2 Players

Forsaken is a futuristic 3D first-person shooter.

Similar to Descent, Forsaken had a strong following due to its “six degrees of freedom” gameplay, but suffered in popularity to the conventional ground-based 3D first-person shooter games because of its challenging nature.

NTSC Rarity: 1
PAL Rarity: 2

5.6

NTSC Rarity: 8

Fox Hunt

Developer 3Vision Games
Publisher Capcom
Release date (us) September 30, 1996
Genre Interactive movie
Players 1 Player

Fox Hunt is a spy comedy that heavily relies on live-action full-motion video to advance the plot. The gameplay is restricted to interludes between the film clips, and features both adventure and action elements. In some places the player has to explore rooms and find items, while others are built like action sequences. There is a time limit in many of these episodes, and a few branching story arcs.

"mobygames.com"

7.1

NTSC Rarity: 3
PAL Rarity: 3

FoxKids.com Micro Maniacs Racing

Developer Codemasters
Publisher THQ
Release date (us) October 2, 2000
(eu) April 14, 2000
Genre Racing
Players 1-8 Players

FoxKids.com Micro Maniacs Racing, known as Micro Maniacs in Europe, is a spin-off to the popular Micro Machines games, the main difference being that players control tiny characters where a few racetracks feature the use of vehicles. The tiny characters are able to jump and use individual abilities.

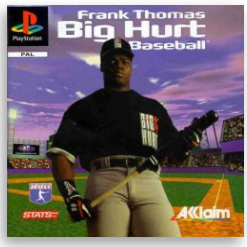
8.5

NTSC Rarity: 3

Fox Sports Soccer '99

Developer Gremlin Interactive
Publisher Fox Interactive
Release date (us) June 30, 1998
Genre Sports
Players 1-4 Players

Fox Sports Soccer `96 is a soccer game, with over 120 total teams included; 64 being National and 64 being League teams. Twenty-four unique stadiums also provide more realism for each team. Atmosphere is generated by the noise from the crowd, with yells, chants and ambient crowd noise heard during a match.



Frank Thomas Big Hurt Baseball

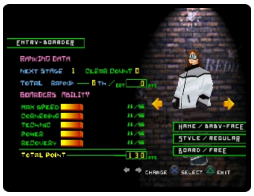
6.1

Developer	Iguana Entertainment
Publisher	Acclaim
Release date	(us) June 5, 1996 (eu) October 1, 1996
Genre	Sports
Players	1-2 Players

Frank Thomas Big Hurt Baseball is a multiplatform baseball simulation game that was licensed by the Major League Baseball Players Association, featuring the likeness and "Big Hurt" branding of player Frank Thomas.

All the teams, statistics, and players are meant to simulate the 1995 Major League Baseball season.

NTSC Rarity: 3
PAL Rarity: 4



Freestyle Boardin' '99

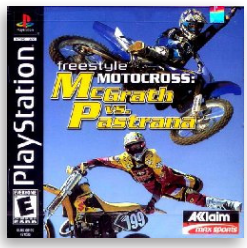
8.3

Developer	Atelier Double
Publisher	Capcom
Release date	(us) February 28, 1999
Genre	Sports
Players	1-2 Players

Freestyle Boardin' `99 is a snowboard game that features four different game modes; a Championship Mode, a Time Competition Mode, a Freestyle mode, and a Vs. Mode.

In the Championship mode, players choose from one of six snowboarders and compete on 10 different courses with the majority being downhill races, and the others consisting of slalom courses, a halfpipe, and a tricks ramp.

NTSC Rarity: 2



Freestyle Motocross: McGrath vs. Pastrana

6.2

Developer	Z-Axis
Publisher	Acclaim
Release date	(us) November 1, 2000 (eu) December 18, 2000
Genre	Racing
Players	1-2 Players

Freestyle Motocross has the player choose between Pastrana and McGrath. Both feature customizable bikes, allowing for edit of model, color, engine, and exhaust.

Both open and normal oriented maps are available to race, freestyle, or combine both on.

NTSC Rarity: 3
PAL Rarity: 4

5.1

PAL Rarity: 4

Frenzy!

Developer	SCI Entertainment Group
Publisher	SCI
Release date	(eu) June, 1998
Genre	Shooter
Players	1 Player

Frenzy is a 3D shoot 'em up in which the player controls a small biplane. Flying through the levels the player has to prevent an evil baron from taking control of the world with his doomsday device. The game features a bright and colourful wacky cartoon world, with various themes such as valley, snow, lava, water and techno. There are twenty level bosses that need to be defeated.

6.6

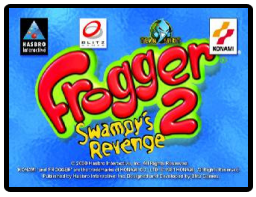
NTSC Rarity: 1
PAL Rarity: 3

Frogger

Developer	Millennium Interactive
Publisher	Hasbro Interactive
Release date	(us) September 30, 1997 (eu) November, 1997
Genre	Action
Players	1-2 Players

Frogger started an arcade game introduced in 1981, and developed by Konami. In the PlayStation remake, the player navigate Frogger by hopping left, right, down and up through jungles, busy streets, sewers, and even the clouds to save his five little buddies, as well as the golden frogs of myth.

6.5



NTSC Rarity: 2
PAL Rarity: 3

Frogger 2: Swampy's Revenge

Developer	Blitz Games
Publisher	Hasbro Interactive
Release date	(us) October 10, 2000 (eu) 2000
Genre	Action
Players	1-2 Players

Frogger 2: Swampy's Revenge is the sequel to the 1997 remake of Frogger, featuring similar 4-way movement gameplay in a 3D world and 6 different environments. Unlike its predecessor, Frogger 2 featured a choice of different characters to play with in the game, several multiplayer modes, and an in-game storyline.

From TV Animation - One Piece: Grand Battle!

6.9

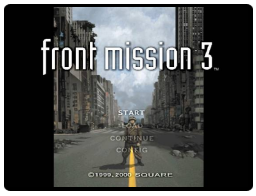
Developer	Ganbarion
Publisher	Atari
Release date	(eu) June 25, 2003
Genre	Fighting
Players	1-2 Players

One Piece: Grand Battle!, is is the first game in the One Piece: Grand Battle series and the second game to be based on the One Piece manga and anime. This game's introduction uses the theme song We Are! from the One Piece Anime.

The gameplay involves two characters fighting it out in a 3D arena with items and obstacles.

Front Mission 3

8.4



Developer	Square
Publisher	Square Electronic Arts, (eu) Square Europe
Release date	(us) February 29, 2000 (eu) August 11, 2000
Genre	Tactical role-playing game
Players	1 Player

Front Mission 3 was the first title in the Front Mission series to be released in North America, and the first to be released in Europe, courtesy of Square Electronic Arts.

There are two plots of Front Mission 3, and both revolve around Japanese wanzer test pilots Kazuki Takemura and Ryogo Kusama. Through a decision made early in the game, the player can play either the DHZ scenario or the USN scenario.

NTSC Rarity: 3
PAL Rarity: 3

Future Cop: L.A.P.D.

7.6

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) August 31, 1998 (eu) September 28, 1998
Genre	Third-person shooter
Players	1-2 Players

Future Cop was originally developed as an installment of the popular Strike series of games. The final cut-scene of Nuclear Strike includes a trailer for the next game in the series, Future Strike, including shots of a mech robot called 'Warrior'. Future Strike was never released, but that development of the game evolved into Future Cop: L.A.P.D., which features gameplay similar to the previous Strike games.

NTSC Rarity: 2
PAL Rarity: 3

7.0

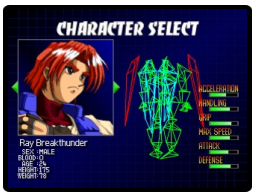
PAL Rarity: 2

Future Racer

Developer D Cruise
Publisher Midas Interactive
Release date (eu) April 12, 2002
Genre Racing
Players 1 Player

Future Racer, known as Defeat Lightning in Japan, features two game modes: Story and training. The player can choose between different characters, each of them with their own story, at the beginning of the game.

The racer is able to climb walls, loop-the-loop, and swing devastating blows at the opposition, helping the player to progress through the story.



3.3

PAL Rarity: 3

Family Games Compendium

Developer Interactive Entertainment Ltd.
Publisher Midas Interactive
Release date (eu) June 30, 2001
Genre Compilation
Players 1-2 Players

The Family Games Compendium is a collection of 20 budget games over 3 disks. These games are: Baccarat, Blackjack, Concentration, Power GP, Kart Racer, Keno, Let it Bet (based on poker), Old Maid (a.k.a old man), Page One, Poker. Rich Man (similar to the card game beat your neighbor), Roulette, Seven Bridges, Seven in a Row, Slot Machine, Speed, Superbike Challenge, Super Blackjack, Splash, and Video Poker

7.8

PAL Rarity: 3

Firebugs

Developer Attention To Detail Limited
Publisher Sony
Release date (eu) October 18, 2002
Genre Racing
Players 1-2 Players

Firebugs is a racing game, where teams of different worlds send their best racer to compete for fame and glory. The characters are Gismo, Karrie, Zero, BOW and Kami - each with a background story, unique special weapon, and alternate vehicle designs that can be unlocked. There are both offensive and defensive specials, including missiles, rockets, cannons, turbo, shield and a worm hole that teleports opponents.

Flying Squadron

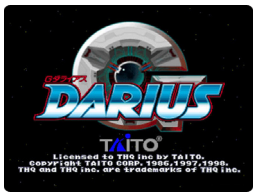
2.0

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) 2003
Genre	Shooter
Players	1 Player

The player are part of an Elite member of the Flying Squadron, and has to fight through 13 levels. Players must use the "advanced" weapon systems to destroy enemy aircraft, while avoiding enemy fire.

PAL Rarity: 4

6.7



NTSC Rarity: 3
PAL Rarity: 3

G-Darius

Developer	Taito Corporation
Publisher	THQ
Release date	(us) September 30, 1998 (eu) September 16, 1998
Genre	Shoot 'em up
Players	1-2 Players

G-Darius is the fourth arcade installment of the Darius series and the first in the entire series to feature three-dimensional polygonal graphics.

The game chronicles the story of the Darius star, and the heroes who protect it from evil. G.

6.6

NTSC Rarity: 2
PAL Rarity: 2

G-Police

Developer	Psygnosis
Publisher	Psygnosis
Release date	(us) September 30, 1997 (eu) October, 1997
Genre	Shooter
Players	1 Player

G-Police has a science-fiction setting, inspired by Blade Runner. The story takes place in the year 2097, on a colonised Callisto. The game charts the protagonist Slater's attempts to discover the truth behind his sister's mysterious death while working for the titular G-Police.

The game involves piloting VTOL aircraft, described by critics as "jet helicopters" or "a helicopter without the rotors".

6.9

NTSC Rarity: 3
PAL Rarity: 2

G-Police: Weapons of Justice

Developer	Psygnosis
Publisher	Psygnosis
Release date	(us) October 5, 1999 (eu) September 3, 1999
Genre	Shooter
Players	1 Player

G-Police: Weapons of Justice is the sequel to the game G-Police. This game picked up the story from where the first game ended, and provided three new vehicles and numerous new weapons for the player to use in the 30 missions.

Weapons of Justice ends with a hook for the sequel, but a third installment was never created.

Galaga: Destination Earth

6.3

Developer	King of the Jungle
Publisher	Hasbro Interactive
Release date	(us) October 22, 2000 (eu) November 10, 2000
Genre	Shooter
Players	1 Player

Galaga: Destination Earth is a 3D remake of the popular Golden Age arcade game Galaga.

Destination Earth includes nine stages, each consisting of several "waves" of alien attackers and bonus waves. The "waves" consist of three preset views denoted as ALPHA (1st person), DELTA (side scroller), and GAMMA (top view).

NTSC Rarity: 3
PAL Rarity: 2

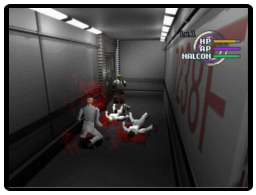
Galerians

7.2

Developer	Polygon Magic
Publisher	Crave Entertainment
Release date	(us) March 29, 2000 (eu) 2000
Genre	Survival horror
Players	1 Player

Galerians is a survival horror game in the vein of early games in the Resident Evil series. It employs the "Resident Evil/tank control scheme".

The game follows a boy named Rion who discovers he has psychic powers. He has amnesia, and in the process of learning his identity, he discovers that he is humanity's last hope for survival against the Galerians, genetically enhanced humans.



NTSC Rarity: 1
PAL Rarity: 4

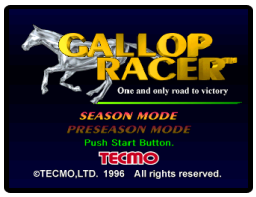
Gallop Racer

7.5

Developer	Tecmo
Publisher	Tecmo
Release date	(us) March 17, 1999
Genre	Sports
Players	1-2 Players

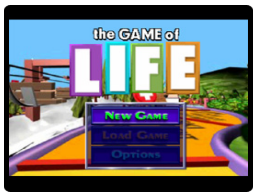
Gallop Racer is a horse racing video game, originally released for the arcades.

Unlike several horse racing games from this time, the player get to control the jockey on the track instead of just watching. The controls basically boil down to hitting the face buttons when the horse need moving; similar to riding the horse in The Ocarina of Time, only without the turning.



NTSC Rarity: 3

7.3



NTSC Rarity: 4

The Game of Life

Developer	The Collective
Publisher	Hasbro Interactive
Release date	(us) September 30, 1998
Genre	Board
Players	1-6 Players

The Game of Life, also known simply as LIFE, was originally a board game, created in 1860 by Milton Bradley.

The player can choose the Classic or Enhanced version of the game. The main object of the game is to spin the spinner, get a job, get married, buy a house, play the stock market, take revenge against other players and gain wealth.

6.9

NTSC Rarity: 1
PAL Rarity: 3

Gauntlet Legends

Developer	Midway Games
Publisher	Midway Games
Release date	(us) February 29, 2000 (eu) June 28, 2000
Genre	Hack and slash
Players	1-2 Players

Gauntlet Legends is a fantasy themed hack and slash game, and a sequel to the 1985's popular Gauntlet and 1986's Gauntlet II. It marks the final game in the series to be produced by Atari Games for the arcade version.

Gauntlet Legends has received average reviews on all ports and releases.

7.1

NTSC Rarity: 2
PAL Rarity: 3

Gekido

Developer	Naps Team
Publisher	Infogrames
Release date	(us) May 18, 2000 (eu) February 23, 2001
Genre	Beat 'em up
Players	1-2 Players

Gekido: Urban Fighters uses a fast paced beat 'em up system, with many bosses and a colorful design in terms of graphics. The game features the music of Fatboy Slim and Apartment 26. Marvel comic book artist Joe Madureira also contributed.

Versions of Gekido were also planned for the Game Boy Color and N-Gage but were never released.

Gekioh: Shooting King

7.3

Developer Warashi
Publisher Natsume
Release date (us) December 10, 2002
(eu) November 7, 2003
Genre Shooter
Players 1-2 Players

Gekioh is an enhanced port of the arcade game, Shienryu, originally created by Warashi in 1995.

The game is an vertical scrolling shooter and has the following game modes; Pocket Mode, Comical Mode, Stingy Mode, No Mercy Mode, Slow Mode, and Ancient Mod

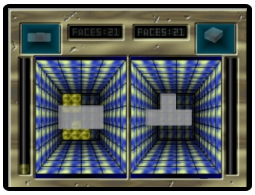
NTSC Rarity: 2
PAL Rarity: 2

Geom Cube

6.7

Developer Technos Japan
Publisher Technos
Release date (us) December, 1995
Genre Puzzle
Players 1-2 Players

Geom Cube is a three-dimensional puzzle game based on the Tetris concept. Blocks are dropped into a 4x4 pit where the object is to completely fill a level in the pit with blocks so it disappears. There are 24 different block shapes. If the blocks reach the top of the pit, the game is over. This game is for one or two players; the single-player mode has an option of playing against a series of eight computer opponents.



NTSC Rarity: 5

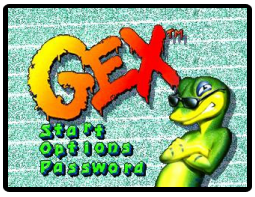
Gex

6.6

Developer Crystal Dynamics
Publisher Crystal Dynamics
Release date (us) December 13, 1995
(eu) April, 1996
Genre Platformer
Players 1 Player

Gex is a platform game originally released for the 3DO in 1994.

In addition to being able to walk, run, and jump through levels, Gex can attach himself to walls and crawl along them using the suction pads on his feet. This technique is sometimes necessary to progress, but can also be used to bypass enemies and hazards.



NTSC Rarity: 1
PAL Rarity: 3

7.1

NTSC Rarity: 2
PAL Rarity: 2

Gex: Enter the Gecko

Developer Crystal Dynamics
Publisher Midway Games
Release date (us) January 31, 1998
(eu) February 20, 1998
Genre Platformer
Players 1 Player

Enter the Gecko is the first 3D Gex game. His main moveset involves a tail whip attack, bouncing on his tail, using his tongue to eat flies, and performing a flying karate kick. He can also climb up on certain surfaces, and use machines.

Gex: Enter The Gecko was built upon the same engine that was originally used for the first Tomb Raider game.

7.2

NTSC Rarity: 2
PAL Rarity: 2

Gex 3: Deep Cover Gecko

Developer Eidos Interactive
Publisher Crystal Dynamics
Release date (us) March 1, 1999
(eu) April 5, 1999
Genre Platformer
Players 1 Player

Gex 3: Deep Cover Gecko is the last in the trilogy of Gex video games. Red Dwarf star Danny John-Jules provided the voice for Gex in the UK and European release, but comedian Dana Gould reprised the role for the American release, also starring the Playboy model Marliece Andrada as Agent Xtra, the only character that is featured in live-action.

7.0

NTSC Rarity: 3
PAL Rarity: 3

Ghost in the Shell

Developer Exact
Publisher THQ, (eu) SCEI
Release date (us) October 31, 1997
(eu) July, 1998
Genre Third-person shooter
Players 1 Player

Ghost in the Shell is a cyberpunk-themed third-person shooter, released along with soundtrack albums, an artbook and a guidebook. The game has the same cast from the original film for the English voice acting. The game's story and art design were written and illustrated by Masamune Shirow, the author of the original manga.

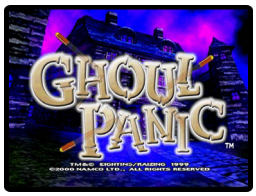
Ghoul Panic

7.0

Developer	Eighting, Raizing
Publisher	SCEE
Release date	(eu) April, 2000
Genre	Shooter
Players	1-2 Players

Ghoul Panic, originally an arcade game, is a comedy adventure game, set in a haunted mansion. The player must take on the might of vampires, monsters, mummies, skeletons and spooks, to open the locked doors and uncover hidden bonuses.

The PlayStation exclusive game modes includes; Survival, Adventure and Remix.



PAL Rarity: 3

Glover

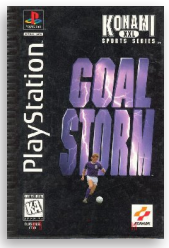
6.5

Developer	Interactive Studios Ltd.
Publisher	Hasbro Interactive
Release date	(us) November 30, 1999 (eu) 1999
Genre	Platformer
Players	1 Player

Glover features a magical, four-fingered glove named Glover.

The object is to guide Glover and his ball around six worlds, each containing three levels, a boss and bonus stage. The ball can also be transformed into one of four forms. There are also plenty of magic potions to help Glover with his quest by giving him power-ups.

NTSC Rarity: 5
PAL Rarity: 2



Goal Storm

6.3

Developer	Konami
Publisher	Konami
Release date	(us) December 22, 1995 (eu) 1996
Genre	Sports
Players	1-2 Players

Goal Storm, known as World Soccer Winning Eleven in Japan, is a soccer game released for the PlayStation.

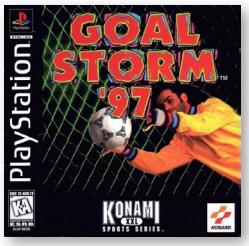
The game modes available are; Hyper Cup Mode, Exhibition Mode, Key Configuration and Options mode. It is also possible to change the difficulty level and the conditions of the playfield.

NTSC Rarity: 5
PAL Rarity: 3

7.5

NTSC Rarity: 7

Goal Storm '97



Developer	KCET
Publisher	Konami
Release date	(us) 1997
	(eu) June, 1997
Genre	Sports
Players	1-2 Players

Goal Storm '97, known as International Superstar Soccer Pro in Europe, is the sequel to Goal Storm, and the first ISS Pro game for the Playstation.

The game has 32 international teams, a choice of 4 stadia, and 21 formations & strategies. It also gives the choice of Exhibition Mode, International League, International Cup, and a Penalty Kick mode.

7.2

NTSC Rarity: 2
PAL Rarity: 2

Gold and Glory: The Road to El Dorado

Developer	Revolution Software
Publisher	Ubisoft
Release date	(us) December 19, 2000
	(eu) December 22, 2000
Genre	Adventure
Players	1 Player

Gold and Glory: The Road to El Dorado is an adventure game, similar to Monkey Island. The game is based on the Dreamworks cartoon with the same title and has the same story as the cartoon: Two lads from Spain are about to go to prison, but they escape by going onto a ship and search for the legendary City of Gold, El Dorado.

5.6

NTSC Rarity: 3

Golden Nugget

Developer	Hasbro Interactive
Publisher	Virgin Interactive
Release date	(us) October 1, 1997
Genre	Casino
Players	1 Player

Golden Nugget features stills from the actual Golden Nugget Casino in Las Vegas, Nevada and 3D graphics of the tables and slots. Golden Nugget offers 12 different types of games that include Poker, 7 Card Stud, Texas Hold-em, Video Poker and Pai Gow Poker, and five different slot machines.

There is also an appearance of Adam West in the game.

Goofy's Fun House

7.1

Developer	The Code Monkeys
Publisher	NewKidCo
Release date	(us) July, 2001 (eu) December 7, 2001
Genre	Mini games
Players	1 Player

In the game, Goofy must explore each a part of his home which consists of 15 distinct rooms. Each room includes elements such as a blender in the kitchen or table saw in the garage that the player can interact with. The main focus of play centers around collecting the 50 film canisters and certain objects Goofy has misplaced throughout his home. In addition to this, there are several mini-games in the game.

NTSC Rarity: 3
PAL Rarity: 3

Grandia

8.2

Developer	Game Arts
Publisher	Ubisoft
Release date	(us) September 30, 1999 (eu) March 30, 2001
Genre	Role-playing game
Players	1 Player

Grandia was produced by much of the same staff who worked on the company's previous role-playing endeavor, the Lunar series, including producer Yoichi Miyagi and music composer Noriyuki Iwadare.

Since its release, Grandia has become notable for its combat mechanics which have been carried over to future games.

NTSC Rarity: 3
PAL Rarity: 3

Grand Theft Auto

6.6

Developer	DMA Design
Publisher	BMG Interactive
Release date	(us) June 30, 1998 (eu) December 14, 1997
Genre	Action-adventure
Players	1 Player

Grand Theft Auto allows the player to take on the role of a criminal who can roam freely around a big city. Various missions are set for completion, such as bank robberies, assassinations, and other crimes.

The game was originally intended to be named Race'n'Chase and was nearly cancelled due to production issues.

NTSC Rarity: 1
PAL Rarity: 2

6.9

NTSC Rarity: 1
PAL Rarity: 2

Grand Theft Auto 2

Developer	DMA Design
Publisher	Rockstar Games
Release date	(us) October 25, 1999 (eu) October 22, 1999
Genre	Action-adventure
Players	1 Player

Grand Theft Auto 2 is the fourth title in the Grand Theft Auto series, and the first main entry since 1997's titular Grand Theft Auto. The open world design lets players freely roam Anywhere City, the setting of the game.

The game retained the overhead viewpoint of Grand Theft Auto, as well as the car-stealing/telephone-answering formula of the original.

6.5

NTSC Rarity: 5
PAL Rarity: 2

Grand Theft Auto: London, 1969

Developer	DMA Design
Publisher	Rockstar Games
Release date	(us) April 30, 1999 (eu) 1999
Genre	Action-adventure
Players	1 Player

Grand Theft Auto: London, 1969 is a mission pack for Grand Theft Auto, and the second game in the series. The game uses the same game engine as Grand Theft Auto, thus giving the game graphics and gameplay similar to Grand Theft Auto. Like Grand Theft Auto, the mission pack is divided into sub-sections with short cut scenes between. London, 1969 was the first expansion pack released for PlayStation.

8.1

NTSC Rarity: 1
PAL Rarity: 2

Gran Turismo

Developer	Polyphony Digital
Publisher	SCE
Release date	(us) April 30, 1998 (eu) May 8, 1998
Genre	Racing
Players	1-2 Players

Gran Turismo features 140 cars and 11 race tracks (as well as their reversed versions). Two Honda del Sol cars from 1995 were included in the Japanese version, but were removed from the North American and European versions.

The game took five years to be made.

Gran Turismo 2

8.2

Developer	Polyphony Digital
Publisher	SCE
Release date	(us) November 30, 1999 (eu) January 28, 2000
Genre	Racing
Players	1-2 Players

Compared with Gran Turismo 1, the gameplay, physics and graphics are very similar: the only real noticeable difference in vehicle dynamics was the brakes, which became much less likely to lock up and cause the vehicle to oversteer. The major changes are the vastly expanded number of cars, tracks and races in simulation mode.

NTSC Rarity: 1
PAL Rarity: 1

The Granstream Saga

6.6

Developer	Shade
Publisher	THQ, (eu) ARC Entertainment
Release date	(us) June 30, 1998 (eu) February 26, 1999
Genre	Action role-playing game
Players	1 Player

The Granstream Saga was developed by a team consisting of staff from the developer Quintet under the name Shade. The game's plot is based on the manga series Kros.

The game is lauded as one of the first fully polygonal RPGs, as opposed to using pre-rendered backgrounds. It also features anime-style cutscenes by Production I.G.

NTSC Rarity: 1
PAL Rarity: 2

Grid Runner

7.0

Developer	Radical Entertainment
Publisher	Virgin Interactive
Release date	(us) October 31, 1996 (eu) June, 1997
Genre	Action
Players	1-2 Players

Grid Runner is a top-down game similar to tag. The object of the game is to change a set amount of flags scattered around the playfield to the colour of the player. Upon starting the game, two players must race to find the first flag. The first player to get to this flag will change the flag's color to blue or red. The loser will then be marked as "it" and must then hunt down the other player "tagging" them and making them "it" instead.

NTSC Rarity: 3
PAL Rarity: 3

6.3

NTSC Rarity: 1
PAL Rarity: 3

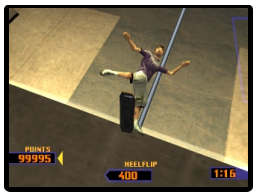
The Grinch

Developer Artificial Mind and Movement
Publisher Konami
Release date (us) 2000
(eu) December 8, 2000
Genre Action-adventure
Players 1 Player

The Grinch is a video game based on the film of the same name. The game was released shortly after the film hit theaters. George Lowe, best know for being Space Ghost, does uncredited work as the Narrator of the game.

The game was revamped in 2007 with the all new Dr. Seuss: How The Grinch Stole Christmas! video game for Nintendo DS.

6.3



NTSC Rarity: 1
PAL Rarity: 2

Grind Session

Developer Shaba Games
Publisher SCE
Release date (us) April 29, 2000
(eu) August 25, 2000
Genre Sports
Players 1 Player

Grind Session is a skateboarding game, featuring six professional skaters and nine hidden characters. One also has the ability to choose between four nameless skaters and edit their tricks and names.

Default Skaters are; Willy Santos, Daewon Song, Cara-Beth Burnside, Ed Templeton, Stephen “Pigpen” Spear, and John Cardiel

5.7

NTSC Rarity: 1
PAL Rarity: 2

Grudge Warriors

Developer Take-Two Interactive
Publisher Tempest Software
Release date (us) May 3, 2000
(eu) 2000
Genre Action, Driving
Players 1-2 Players

Grudge Warriors is a car combat video game, retailed for the low price of $9.99, a response by Take-Two to the recent decision of Sony to drop PlayStation licensing fees. Similar to the earlier PlayStation title Twisted Metal, players control a powerful tank-like armored vehicle, which they used to destroy enemy vehicles, weapons, and generators, solve puzzles, and collect tokens to upgrade their weapons.

Guardian's Crusade

7.3

Developer	Tamsoft
Publisher	Activision
Release date	(us) January 31, 1999 (eu) 1999
Genre	Role-playing game
Players	1 Player

The gameplay is that of a standard turn based role playing game with non-random encounters. While intended for an adult audience as well, the game was something of an introduction to RPGs for children.

The game did not enjoy commercial success, though it still maintains a cult following.

NTSC Rarity: 1
PAL Rarity: 3

Gubble

5.1

Developer	Mad Duck Productions
Publisher	Mad Duck Productions, Midas Interactive
Release date	(us) June, 2002 (eu) April 12, 2001
Genre	Puzzle
Players	1 Player

Most of the gameplay requires the player to solve a series of real-time puzzles with the use of tools, such as a hammer or screwdriver, which the main character, Gubble, uses in a humorous way to remove the implements of these tools, such as nails and screws, from the playing area.

Gubble HD is an enhanced version for PC and the iPad.

NTSC Rarity: 2
PAL Rarity: 3

Guilty Gear

7.8

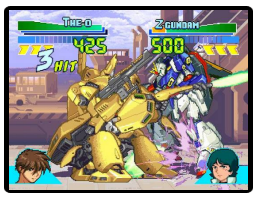
Developer	Arc System Works
Publisher	Atlus
Release date	(us) November 12, 1998 (eu) May 13, 2000
Genre	Fighting
Players	1-2 Players

Guilty Gear is a series of competitive fighting games by Arc System Works and designed by artist Daisuke Ishiwatari. Another fighting game by Arc System Works, BlazBlue: Calamity Trigger, is considered a spiritual successor of the series.

Guilty Gear consists primarily of one-on-one competitive battles. Players are tasked with depleting their opponent's life gauge by utilizing attacks unique to each playable character.

NTSC Rarity: 7
PAL Rarity: 3

7.0



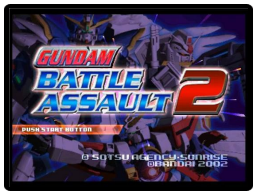
NTSC Rarity: 3
PAL Rarity: 4

Gundam: Battle Assault

Developer Natsume
Publisher Bandai
Release date (us) November 6, 2000
(eu) December 7, 2001
Genre Fighting
Players 1-2 Players

Gundam: Battle Assault, known as Gundam: The Battle Master 2 in Japan, is the sequel to Gundam: The Battle Master. Though it changed the gameplay system to resemble a more traditional fighting game, seven new mobile suits were added. At the time, Mobile Suit Gundam Wing had started on Cartoon Network and was gaining popularity, so Bandai changed the storyline and mobile suit pilots to a Gundam Wing base, among other things.

7.7



NTSC Rarity: 2
PAL Rarity: 3

Gundam: Battle Assault 2

Developer Natsume
Publisher Bandai
Release date (us) July 17, 2002
(eu) 2002
Genre Fighting
Players 1-2 Players

The sequel to Battle Assault was originally only released in North America and Europe. The four Z Gundam mobile suits (Zeta Gundam, The O, Hamma Hamma and Qubeley) and the Wing Gundam were taken out and replaced with fourteen new characters: The main cast of Mobile Fighter G Gundam, Gundam Wing: Endless Waltz as well as the Gundam Epyon from the Gundam Wing TV show.

6.8

NTSC Rarity: 1
PAL Rarity: 3

Gunfighter: The Legend of Jesse James

Developer Rebellion Developments
Publisher Ubisoft
Release date (us) November 30, 2001
(eu) December 7, 2001
Genre Light gun
Players 1 Player

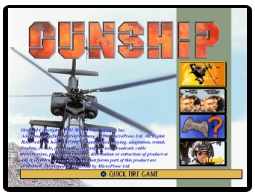
Gunfighter: The Legend of Jesse James takes inspiration from Namco's Time Crisis and is set in the Wild West. The player must defeat all onscreen enemies in an area in order to move to the next area. The player is allowed to hide in order to dodge enemy attacks. However, the player must defeat all enemies before an onscreen timer expires. Sometimes, the player is rewarded for clearing an area with a time extension.

Gunship

5.0

Developer	MicroProse
Publisher	MicroProse
Release date	(us) July 3, 1996 (eu) June 15, 1996
Genre	Shooter
Players	1 Player

Gunship is an an update to Gunship 2000. The update includes full textures on all 3D objects. The game features two game modes. The Quick Fire game mode has the player piloting a helicopter, trying to take out as many enemy targets as they can. And a campaign mode, where players can tackle various day and night missions in either Central Europe or the Persian Gulf.



NTSC Rarity: 5
PAL Rarity: 3

Global Domination

4.6

Developer	Psygnosis
Publisher	Psygnosis
Release date	(eu) March 19, 1999
Genre	Strategy
Players	1 Player

Global Domination is an action-based strategical wargame that is based on the fictional game James Bond plays against Maximillian Largo in the 1983 film Never Say Never again. Elements of this game are combined with the classical board game Risk.

Each of the twenty missions begins with a full motion video briefing.

PAL Rarity: 3

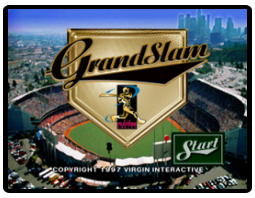
Grand Slam

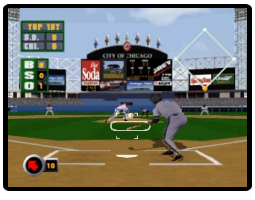
7.0

Developer	Burst
Publisher	Virgin Interactive
Release date	(us) April 10, 1997
Genre	Sports
Players	1-2 Players

Not known for sports games, Virgin Interactive released Grand Slam as the second title in its attempt to establish a mainstream sports line. The first title in the short-lived line was Power Play Hockey in 1996.

The game was one of the early adopters of 3D accelerator card technology and also offered full 3D play in software alone. The Playstation and Saturn versions were 3D by default.





NTSC Rarity: 4

7.0

Galaxian^3

Developer Namco
Publisher Namco
Release date (eu) April 26, 1996
Genre Shooter
Players 1-4 Players

Galaxian 3, also known as Galaxian³: Project Dragoon and Galaxian³: Attack of the Zolgear, started as an arcade game in 1990.

The PlayStation port includes four-player support instead of the arcade's six-player support and letterboxing, as well as a bonus game called The Rising of Gourb.

7.0

PAL Rarity: 4

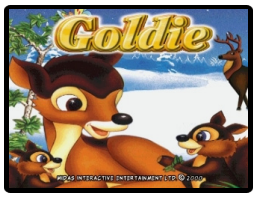
Galaxy Fight

Developer Sunsoft
Publisher Sunsoft
Release date (eu) April 30, 1996
Genre Fighting
Players 1-2 Players

Galaxy Fight, known as Galaxy Fight: Universal Warriors for the 1995, Neo-Geo MVS arcades, was Sunsoft's first approach into fighting games, and consequently the first game in the genre that the company released for the Neo Geo.

The players choose one of eight characters and travel among the in-game solar system to defeat the opponents inhabiting each of the planets before they get the chance to fight Felden and settle their personal scores with him.

1.0



PAL Rarity: 3

Goldie

Developer The Code Monkeys
Publisher Midas Interactive
Release date (eu) September 1, 2000
Genre Puzzle
Players 1 Player

Goldie is, like most of the Code Monkeys/Midas games released for the Playstation, a rip-off of a more well-known Disney film. This time it`s Bambi.

The story revolves around a fawn and it`s friends, in a search for it`s missing mother. In addition to the usual dingo cartoon, the game includes a virtual colouring book and a puzzle game.

GP Challenge

2.5

PAL Rarity: 3

Developer	Interactive Entertainment
Publisher	Midas Interactive
Release date	(eu) November 22, 2002
Genre	Racing
Players	1 Player

GP Challenge features teams from the 1998 season, but the circuits are based on the 1994 season. The game modes are; Single Race mode, and the Options Menu (?!).

In Single Race mode; one can choose from a selection of Four Circuits to race on, and the Grands Prix feature schedules from a Formula One Race Weekend; Including: Friday Practice, Saturday Qualifying, and Sunday's Grand Prix.

The Guardian of Darkness

6.3

PAL Rarity: 2

Developer	Cryo Interactive Entertainment
Publisher	Cryo Interactive Entertainment
Release date	(eu) August 1, 1999
Genre	Action-adventure
Players	1 Player

Guardian of Darkness is an action game with puzzle-solving elements. Ekna is an exorcist monk from the "The Gate", an ultra-secret organization regularly sends him on the most perilous missions involving the paranormal. The first level starts with an investigation of an haunted museum. His assistant Edward Burnst will train him how to use his different spells. After each level, Ekna returns to his headquarters, the Tenebrans where he can get his orders from "The Gate" and get his specials weapons.

Gungage

7.4

PAL Rarity: 4

Developer	Konami Computer Entertainment Tokyo
Publisher	Konami
Release date	(eu) 1999
Genre	Third-person shooter
Players	1 Player

Gungage takes place in a "fantasy sci-fi" world reminiscent of Elemental Gearbolt, Space Harrier, and Nausicaä of the Valley of the Wind, and the musical score was composed by Sōta Fujimori. The only plot presented at the beginning of the game is "suddenly, at locations everywhere, beasts have begun to appear and attack people".

6.0

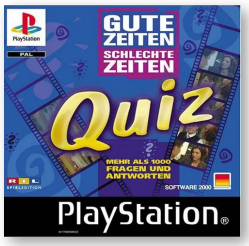
PAL Rarity: 3

Gute Zeiten Schlechte Zeiten Quiz

Developer Software 2000
Publisher Software 2000
Release date (eu) June 21, 2000
Genre Trivia
Players 1-4 Players

Gute Zeiten, schlechte Zeiten, translated; Good Times, Bad Times, is a German television soap opera. Since its launch on 11 May 1992, Germany's first daily soap has regularly been a hit for the RTL network.

Gute Zeiten Schlechte Quiz is a licensed quiz game based on the German soap opera.



5.2

PAL Rarity: 3

Gute Zeiten Schlechte Vol.2

Developer Software 2000
Publisher Software 2000
Release date (eu) September 10, 1999
Genre Adventure
Players 1 Player

The second game based on the German soap opera, is an adventure game, insted of the previous quiz based gameplay. The player has to solve eleven problems of the series' characters, e.g. Kai needs to pass the Biology test. He does that collecting items and using it with the correct character. There are also many conversations. In addition, the player has to travel to certain locations of the series which are shown in full motion video - including the actors. The puzzles are designed for beginners.

5.3

PAL Rarity: 4

Gute Zeiten Schlechte Vol.3

Developer Software 2000
Publisher Software 2000
Release date (eu) November 15, 1999
Genre Adventure
Players 1 Player

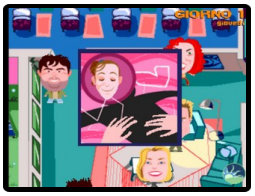
The game follows with the adventure style gameplay. This time, players has to solve ten problems of the series' characters, e.g. the love story between Marie Balzer und Kai Scholl. He does that collecting items and using it with the correct character. There are also many conversations. In addition, the player has to travel to certain locations of the series which are shown in full motion video - including the actors. The puzzles are, again, designed for beginners.

Guy Roux Football Manager Saison 97/98

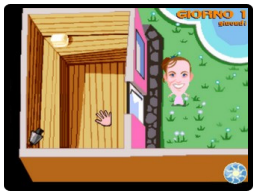
6.0

Developer	Ubisoft
Publisher	Ubisoft
Release date	(eu) May 22, 1998
Genre	Soccer Manager
Players	1-2 Players

Championship Manager starts a successful series of football management games. In 1993, Intelek and UbiSoft used the Collyers' game code to produce a version for the French market, known as Guy Roux Manager, named after the legendary AJ Auxerre manager.



Grande Fratello - Il Gioco

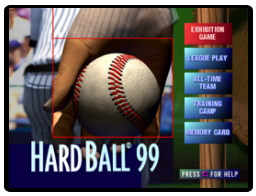


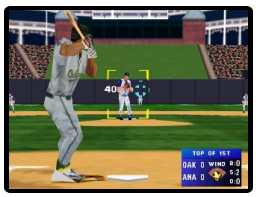
Developer	Trecsision
Publisher	SCEE
Release date	(jp) September 10, 2003
Genre	Simulation
Players	1-10 Players

Grande Fratello - Il Gioco is based on the game show/reality show Big Brother and only released in Italy. Just like in the TV show, the aim of the game is to leave the last of the famous "home" after 100 days of stay. To do that players need to better manage their relationships with the other contestants and be acceptable to the public.

Rarity: 3

5.1





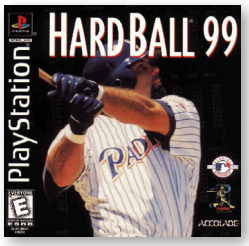
NTSC Rarity: 5

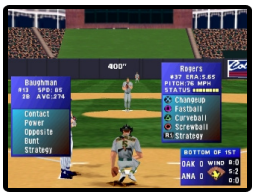
HardBall 99

Developer Mindspan
Publisher Accolade
Release date (us) October 31, 1998
Genre Sports
Players 1-2 Players

Hardball 99, known as Hardball 6 for PC, is a baseball simulation, and follows up on Hardball 5. It is the first in the series to feature 3Dfx enhanced graphics. It also has full Major League Baseball licensing, which allows the use of all real player names and teams.

Gameplay modes include: Dynasty Dlay, Interleague Play, and Consecutive Season Play.





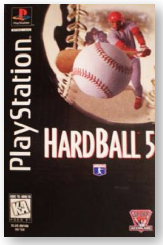
4.2

NTSC Rarity: 5

Hardball 5

Developer SPS
Publisher SPS
Release date (us) March, 1996
Genre Sports
Players 1-2 Players

Action-oriented baseball sim. Hardball 5 is mainly an update to Hardball 4, with the additions coming in the form of adjustable difficulty settings, sharper graphics, more comments by Al Michaels and improved league play which comes with a full set of 1994 major leaguers plus a bonus “legends” league. Includes multiplayer support for up to 2 players.



5.2

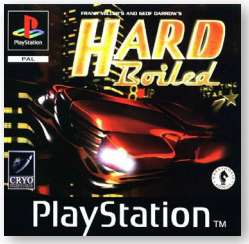
PAL Rarity: 4

Hard Boiled

Developer Cryo Interactive Entertainment
Publisher Cryo Interactive Entertainment
Release date (eu) October 15, 1997
Genre Action, Driving
Players 1 Player

Hard Boiled is based on the Dark Horse comic book of the same name by Frank Miller and Geof Darrow.

The player drives a hover-car, shooting enemies and dodging obstacle. The game has five levels with multiple pathways, two bosses that can be attacked from 360º, and a range of 3D graphics and special effects.



Harry Potter and the Chamber of Secrets

6.8

Developer	Argonaut Games
Publisher	EA Games
Release date	(us) November 14, 2002 (eu) November 15, 2002
Genre	Action-adventure
Players	1 Player

From Argonaut, developers of the first Harry Potter game for PlayStation, comes the sequel, with mostly the same gameplay style and mechanics. To master his second year at magic school Hogwarts and discover the mystery behind the Chamber of Secrets, Harry must make his way through a 3D action adventure.

"mobygames.com"

NTSC Rarity: 1
PAL Rarity: 2

Harry Potter and the Sorcerer's Stone

6.7

Developer	Argonaut Games
Publisher	EA Games
Release date	(us) November 15, 2001 (eu) November 16, 2001
Genre	Action-adventure
Players	1 Player

Harry Potter and the Sorcerer's Stone, known as Harry Potter and the Philosopher's Stone in Europe, follows protagonist Harry Potter, who discovers he is a wizard, and is sent to Hogwarts School of Witchcraft and Wizardry where he makes friends and receives magical training, and along with his friends, try to stop Lord Voldemort from returning to power.

NTSC Rarity: 1
PAL Rarity: 2

Harvest Moon: Back To Nature

8.6

Developer	Victor Interactive Software
Publisher	Natsume
Release date	(us) November 22, 2000 (eu) May 11, 2001
Genre	Simulation, Role-playing game
Players	1 Player

Harvest Moon: Back to Nature is a video game in the farm simulation series Harvest Moon, and the first Harvest Moon game for a non-Nintendo console. Characters from Harvest Moon 64 were transferred to be the characters in this game, although with new lifestyles, personalities, and relatives.

The game was later remade for the Game Boy Advance.

NTSC Rarity: 2
PAL Rarity: 3

3.0

NTSC Rarity: 1
PAL Rarity: 4

HBO Boxing

Developer Osiris Studios
Publisher Acclaim
Release date (us) November 20, 2000
(eu) February 16, 2001
Genre Sports
Players 1-2 Players

HBO Boxing is a standard boxing game with the Home Box Office (HBO) license, known for their boxing broadcasts and events, it comes with over 35 real-life legendary fighters including Sugar Ray Robinson, George Foreman, Rocky Marciano, Hector "Macho" Camacho, Roy Jones Jr. among many others.

Jim Lampley, Larry Merchant, and Harold Lederman also lend their voice talents for in-game commentary.

7.5

NTSC Rarity: 1
PAL Rarity: 2

Heart of Darkness

Developer Amazing Studios
Publisher Interplay Entertainment, (eu) Ocean Software
Release date (us) July 31, 1998
(eu) July, 1998
Genre Platformer
Players 1 Player

Heart of Darkness is a cinematic platform video game, that places players in the role of a child named Andy as he attempts to rescue his dog who has been kidnapped by creatures known as The Dark Souls. The game was supervised by game developer Éric Chahi, known for Another World, this time with a team of artists and developers. The game also features an original score by film and television composer Bruce Broughton.

7.3

PAL Rarity: 2

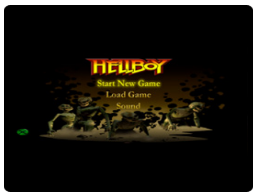
Heaven's Gate

Developer Atlus
Publisher JVC Digital Studios
Release date (eu) October, 1997
Genre Fighting
Players 1-2 Players

Yusha: Heaven's Gate is a 3D fighting game with an arcade and Vs. mode. The player can choose from one of the eight combatants that are available at the start, with a few more characters being available once their unlocked. Each character has a different nationality, specialty, and lineage. Each character represents either a good or an evil alignment and depending on the character chosen, it affects which final boss the player will have to fight against.

Hellboy: Asylum Seeker

4.0



Developer	Hoplite Research, LLC
Publisher	Dreamcatcher Interactive
Release date	(us) August 7, 2003
Genre	Action
Players	1 Player

Hellboy: Asylum Seeker, known as Hellboy: Dogs of the Night for the PC, is based on Dark Horse Comics' science fiction comic book series Hellboy, written and drawn by Mike Mignola.

Commercially, the game was a flop. Having spent four years in development, the graphics and game play were quite dated, and at the time of its release, Hellboy was still a mostly unknown independent comic book series, especially abroad.

NTSC Rarity: 2

Hellnight

7.3

Developer	Atlus
Publisher	Konami
Release date	(eu) December 30, 1999
Genre	Survival horror
Players	1 Player

Hellnight, known as Dark Messiah in Japan, uses a first person perspective, very similar to first person shooter games, only without any means of combat. Throughout the game, players must travel through different areas of The Mesh and beyond, and solve puzzles to progress to the surface.

The game's popularity was low, possibly because it wasn't released outside of Japan and Europe, and received little media attention.

PAL Rarity: 3

Hello Kitty's Cube Frenzy

7.5

Developer	Culture Publishers
Publisher	NewKidCo
Release date	(us) March 31, 1999
Genre	Puzzle
Players	1-2 Player

Hello Kitty's Cube Frenzy involves guiding Hello Kitty into every item on a given level, using different types of bricks to manipulate her surroundings, thus allowing her to get every item. Often, the player must build steps for Hello Kitty out of Tetris-style falling bricks. Also, some of Hello Kitty's friends appear on levels, causing the bricks to move in undesirable ways.

NTSC Rarity: 4

7.4

NTSC Rarity: 7
PAL Rarity: 3

Herc's Adventures

Developer	Big Ape Productions
Publisher	Lucasarts
Release date	(us) July 31, 1997
	(eu) December 10, 1997
Genre	Action-adventure
Players	1-2 Players

Herc's Adventures is an overhead, action-adventure format, similar to Zombies Ate My Neighbors. Up to two players can pick among three ancient Greek heroes; Herc (Hercules), Atlanta (Atalanta), or Jason, who are on a quest to defeat Hades and save the Goddess of nature, Persephone.

6.5

NTSC Rarity: 2
PAL Rarity: 2

HeXen

Developer	Raven Software
Publisher	GT Interactive Software
Release date	(us) June 30, 1997
	(eu) March, 1997
Genre	First-person shooter
Players	1 Player

Hexen: Beyond Heretic is a dark fantasy first-person shooter video game, and the sequel to 1994's Heretic. The title comes from the German noun "Hexen", which means "witches" or the verb "hexen" which means "to cast a spell".

Hexen uses a modified version of the Doom engine, with the choice of three character classes.

6.3

NTSC Rarity: 4
PAL Rarity: 5

Hi-Octane

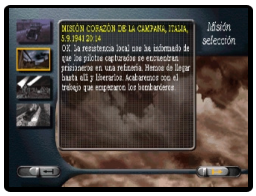
Developer	Bullfrog Productions
Publisher	Electronic Arts
Release date	(us) 1996
	(eu) December 29, 1995
Genre	Racing
Players	1-2 Players

Hi-Octane is a racing/vehicular combat video game based upon Bullfrog`s earlier Magic Carpet game code.

It is notable amongst racing games for its wide and open tracks, and the resulting freedom offered to the player, and also for its excessive speed. It suffered in the marketplace due to thematic similarities with the better received Wipeout by Psygnosis.

Hidden & Dangerous

3.6



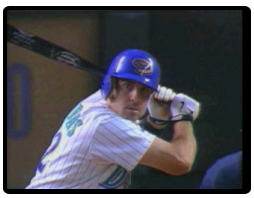
Developer Illusion Softworks, Tarantula Studios
Publisher Take-Two Interactive
Release date (eu) November 23, 2001
Genre First Person Shooter
Players 1 Player

Hidden & Dangerous is a WWII video game, and is regarded as one of the pioneering tactical first/third person shooters.

The player controls an eight-man British Special Air Service (SAS) team executing a number of important missions during World War II. Missions include, sabotage, search and destroy, POW rescue and resistance aid.

PAL Rarity: 2

High Heat Baseball 2000



7.5

Developer Team .366
Publisher 3DO
Release date (us) March 31, 1999
Genre Sports
Players 1-2 Players

High Heat Major League Baseball was a series of baseball games. There were six annual versions of the game released, started with High Heat Baseball 1999, and ending with High Heat Major League Baseball 2004.

The game features the official licensed team and player names from all 30 MLB teams.

NTSC Rarity: 3

High Heat Major League Baseball 2002

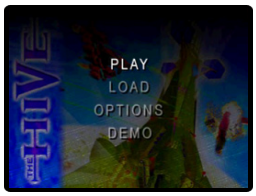
5.0

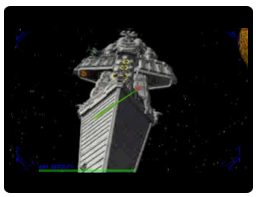
Developer 3DO
Publisher 3DO
Release date (us) March 14, 2001
Genre Sports
Players 1-2 Players

High Heat 2002 is the 3rd game in the “High Heat” series. Like the previous games, High Heat 2002 is a baseball simulator. The player can sit back and just manage the team, or, get right on the field and play each game. The player can configure the game in many different formats; Lengthen or Shorten a season, Create new teams, Re-arrange the divisons, move players from different teams before the game starts, among other things.

NTSC Rarity: 1

6.6





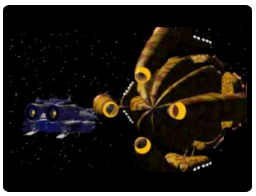
NTSC Rarity: 5

The Hive

Developer	Trimark
Publisher	Trimark
Release date	(us) 1996
Genre	Shooter
Players	1 Player

The Hive is very similar to Rebel Assault. All levels are rendered, with limited interactive influence by the user.

The Player Character and protagonist of the game is Max, a Federation Agent ordered by Federation Commodore Adrian to infiltrate the Noir Dyne ranks disguised as a cargo runner.



7.8

NTSC Rarity: 5
PAL Rarity: 2

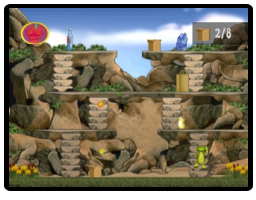
Hogs of War

Developer	Infogrames
Publisher	Infogrames Europe
Release date	(us) September 5, 2000 (eu) June 8, 2000
Genre	Turn-based tactics
Players	1-4 Players

Hogs of War is set in a First World War-era where anthropomorphic pigs engage in combat. Play proceeds in a turn-based fashion, with 3D graphics, vehicles, and a career-based single-player mode.

The voice-over work, both narration and for characters, was by late British comedian Rik Mayall.

4.5



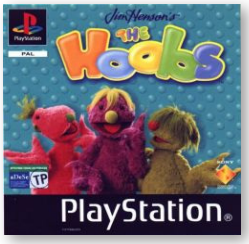
PAL Rarity: 2

The Hoobs

Developer	Runecraft
Publisher	SCEE
Release date	(eu) June 7, 2002
Genre	Edutainment
Players	1 Player

The game is based on the BAFTA-winning television programme, created and produced by The Jim Henson Company and Sesame Workshop.

The game follows the adventures of Iver, Tula and Groove as they embark on a voyage of discovery around Hoobland, sharing their experiences with other Hoobs via an enormous database, known as the Hoobopaedia, as well as the local news station.



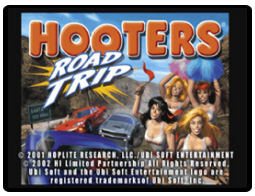
Hooters Road Trip

4.3

Developer Hoplite Research
Publisher Ubisoft
Release date (us) March 26, 2002
Genre Racing
Players 1 Player

Hooters Road Trip is a racing game built around the license of the Hooters restaurant chain, featuring both real life and computer-generated images and video footage of its iconic "Hooters Girl" waitresses.

The game features well over a dozen different automobiles, though many of these must be "unlocked". Races take place across the U.S. in locations as Florida and California.



NTSC Rarity: 2

Hoshigami: Ruining Blue Earth

6.6

Developer Max Five
Publisher Atlus
Release date (us) December 20, 2001
Genre Tactical role-playing game
Players 1 Player

The player must raise a small army of mercenaries by fighting turn-based tactical battles. Game flow involves selecting places on the world map, watching story characters interact, and then a battle. While on the story map, the player can equip items and teach party members skills, as well as train the party.

The game was remade as Hoshigami Remix for the Nintendo DS in 2007 by Arc System Works.

NTSC Rarity: 2

Hot Wheels Extreme Racing

6.0

Developer Atod AB
Publisher THQ
Release date (us) September 30, 2001
(eu) October 12, 2001
Genre Racing
Players 1-2 Players

Hot Wheels: Extreme Racing is a racing game based on the Hot Wheels series of toys.

The basic gameplay is similar to most racing games. The player control a vehicle in order to get around the tracks as fast as possible. By collecting pickups one obtain new properties, such as nitro boosts, oil slicks, projectiles and other weapons.

NTSC Rarity: 5
PAL Rarity: 3

7.3

NTSC Rarity: 3
PAL Rarity: 4

Hot Wheels Turbo Racing

Developer	Stormfront Studios
Publisher	Electronic Arts
Release date	(us) August 31, 1999 (eu) May 11, 1999
Genre	Racing
Players	1-2 Players

Hot Wheels: Turbo Racing features 40 cars based on the Hot Wheels series of toys. It also features Kyle Petty's 1999 NASCAR stock car, as it was sponsored by Hot Wheels.

The game features music from artists like Primus, Metallica, The Reverend Horton Heat and Mix Master Mike.

5.2

PAL Rarity: 3

Hugo

Developer	ITE Media
Publisher	ITE Media
Release date	(eu) October 12, 2001
Genre	Platformer
Players	1-2 Players

There are several Hugo video games based on early episodes of Interactive Television Entertainment's TV show Hugo.

In the PlayStation port of the PC games, the player must help Hugo in such different scenarios as: Plane, in which Hugo must avoid the balloons with deadly bombs, Skateboard, in which Hugo must avoid rocks and steep holes, among other, for Hugo to free his family.

4.4

PAL Rarity: 3

Hugo 2

Developer	ITE Media
Publisher	ITE Media
Release date	(eu) April 15, 2000
Genre	Platformer
Players	1-2 Players

In Hugo 2, Hugo must overcome dangers in the long mineshafts, the Icecavern and while snowboarding down the mountain until he reaches the place where Scylla keep's Hugo's wife trapped.

The multiplayer-mode in this game, let`s player take turns in doing levels, seeing who can get the best score.

Hugo: Black Diamond Fever

5.8

Developer	ITE Media
Publisher	ITE Media
Release date	(eu) August 23, 2005
Genre	Platformer
Players	1 Player

Hugo: Black Diamond Fever is a 3D platform game in the Hugo series, that resembles Croc or Crash Bandicoot.

The evil Scylla is back and this time she found a way to make herself the most powerful witch of all time and take over the world. She takes prisoner and forces them to work day and night in search of a black diamonds. So Hugo has to liberate the slaves and stop Scylla's plot before it is too late.

PAL Rarity: 3

Hugo: The Evil Mirror

5.5

Developer	ITE Media
Publisher	ITE Media
Release date	(us) December 15, 2003 (eu) December 18, 1997
Genre	Platformer
Players	1 Player

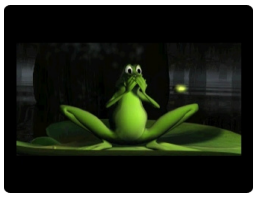
Hugo: The Evil Mirror, the sixth game in the Hugo series for the Playstation, is a 3D platform game similar to Crash Bandicoot. The children of Hugo has to save him and his wife from Scylla the witch.

Each of three troll kids have different powers and their parts have different styles of gameplay.

NTSC Rarity: 4
PAL Rarity: 3

Hugo Frog Fighter

5.0



Developer	ITE Media
Publisher	ITE Media
Release date	(eu) February 15, 2002
Genre	Platformer
Players	1 Player

Frog Fighter is a variation on the classic Frogger game concept. All action takes place on one screen at a time, as with the old arcade games. The game levels are built on different platforms, where players will find the cages with the captured frogs as well as keys to open the cages. Once a key has been picked up or a frog has been freed, a new key or cage will spawn in its place.

PAL Rarity: 3

3.7

PAL Rarity: 3

Hugo: The Quest for the Sunstones

Developer ITE Media
Publisher ITE Media
Release date (eu) November 3, 2000
Genre Platformer
Players 1 Player

Hugo: Quest for the Sunstones, also known as Hugo 3D, is a 3D platform game. The game takes place in the same setting as the "Jungle Island" program of Hugo show.

Hugo has to collect three magic Sunstones, preventing Scylla and Don Crocos evil plan on causing death to the creatures, Kikuri-ans and the destruction of their village.

7.3

PAL Rarity: 3

Hybrid

Developer Vulcan Software
Publisher Midas Interactive Entertainment
Release date (eu) April 12, 2002
Genre First-person shooter
Players 1 Player

Hybrid is a 3D first-person shooter with a futuristic high-tech theme. The player can choose from one of four characters: cy-bernetic commando George McKenzie, flame magic user Akiko Tyler, alien soldier Alien, or hard-boiled mercenary Bloodchaser Field. The player must use guns and bombs to make way through the complex and wipe out anything that moves.

7.2

NTSC Rarity: 3
PAL Rarity: 3

Hydro Thunder

Developer Blue Shift
Publisher Midway Games
Release date (us) February 29, 2000
(eu) February 23, 2001
Genre Racing
Players 1-2 Players

Hydro Thunder is a speedboat racing sub-series game, originally an arcade game and later released for the PlayStation, and Sega Dreamcast as a launch title in 1999.

The gameplay of Hydro Thunder consists of racing high-tech speedboats through treacherous environments, from the cold seas of the Arctic Circle, to a post-apocalyptic New York City.

Hyper Tennis: Final Match

5.5

PAL Rarity: 3

Developer	Human Entertainment
Publisher	Human Entertainment
Release date	(eu) November 15, 1996
Genre	Sports
Players	1-2 Players

Hyper Tennis: Final Match is a Tennis game where the player can control one of twelve, six male and six female, tennis players with different abilities. Players can compete in Exhibition singles and doubles or rack up points on a World Tour of six tournaments. Three different court surfaces, clay, grass, and hard court, affect the speed and bounce of balls hit.

Hebereke's Popoitto

6.8

PAL Rarity: 4

Developer	Sunsoft
Publisher	Sunsoft
Release date	(eu) March 1, 1996
Genre	Puzzle
Players	1-2 Players

Hebereke's Popoitto is a Tetris variant. The goal in each level is to remove the blocks already on the playfield, representing characters from the franchise. Other blocks fall down from the top of the screen and have to be steered to the right place before touching the ground or another block. When four or more of the same blocks are together, they vanish. The catch of this variant is that the blocks which have to be removed, move over the playfield.

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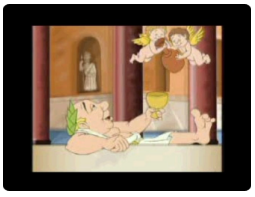
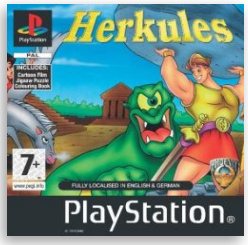
Herkules





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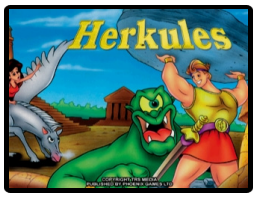


PAL Rarity: 5

Developer	The Code Monkeys
Publisher	Phoenix Games
Release date	(eu) October 15, 2003
Genre	Puzzle
Players	1 Player

The game is based on the story of Hercules, the Roman name for the Greek divine hero Heracles, who was the son of Zeus, and the mortal Alcmene. In classical mythology, Hercules is famous for his strength and for his numerous far-ranging adventures.

Phoenix/Code Monkey shovel-crud with the usual dingo cartoon, jigsaw puzzles and the colouring game.

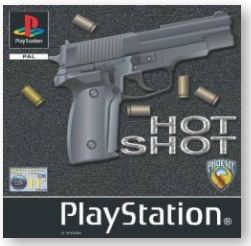
4.0

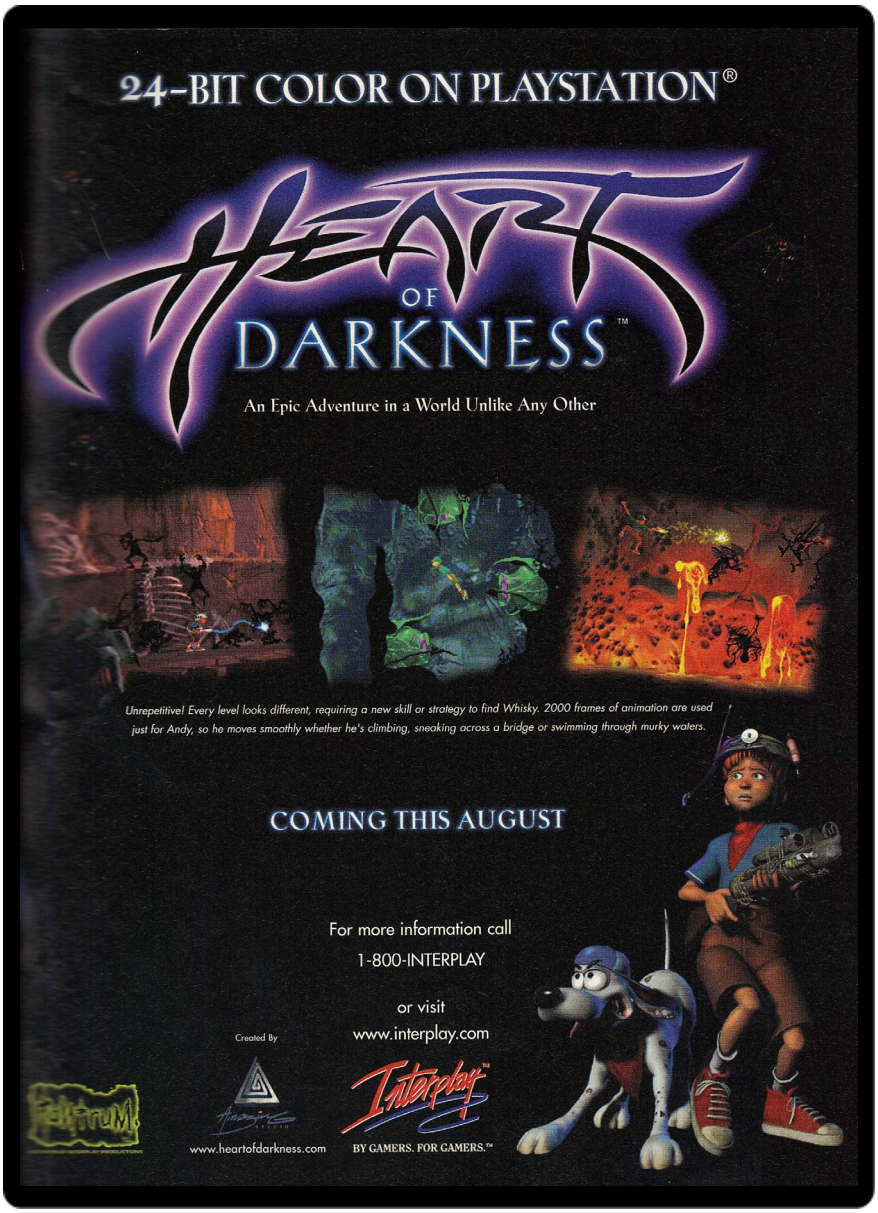
PAL Rarity: 2

Hot Shot

Developer	Naps Team
Publisher	Phoenix Games
Release date	(eu) March 1, 2003
Genre	Shoot ‘em up
Players	1 Player

In Hot Shot, the player takes the role of the futuristic bounty hunter that have to chase some prisoners in a military facility and shoot the enemies until reaching the number requird to end the level. An enemy gauge at the bottom of the screen decreased as foes are killed.





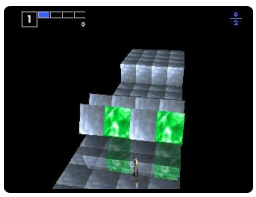
Intelligent Qube

7.7

Developer SCEI
Publisher SCEA, (eu) SCEE
Release date (us) September 30, 1997
(eu) January 9, 1997
Genre Puzzle
Players 1-2 Players

In the game, the player controls a character who must run around a platform made of cubes, clearing certain cubes as they approach. Cubes are "cleared" by marking a spot on the stage, waiting for the cube to roll on top of it, and then deactivating the marked spot.

The game won the Excellence Award for Interactive Art at the 1997 Japan Media Arts Festival.



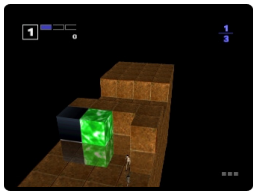
NTSC Rarity: 5
PAL Rarity: 4

Kurushi Final: Mental Blocks

7.9

Developer SCEI
Publisher SCEE
Release date (eu) August, 1999
Genre Puzzle
Players 1-2 Players

Kurushi Final: Mental Blocks , known as I.Q. Final in Japan, is the sequel to I.Q.: Intelligent Qube. The game play is similar to the first game, but there are several differences in terms of design, and new challenges are added such as 100 Attack, Survival Mode, and Create. Unlike the first game, there are different unlockable characters in the game, including the original characters from I.Q.: Intelligent Qube.



PAL Rarity: 4

IHRA Drag Racing

3.9

Developer Digital Dialect
Publisher Bethesda Softworks
Release date (us) November 20, 2001
Genre Racing
Players 1-2 Players

The most pointless off racing game genres. Drag racing! The player can "enjoy" the power of Top Fuel, Pro Mod, Pro Stock, or Funny Car drag racing, race on multiple tracks against drivers and cars of the IHRA. The player can modify any of the 70 different parts for better performance, and race on ten different tracks in different weather.

NTSC Rarity: 1

6.2

NTSC Rarity: 5
PAL Rarity: 4

Impact Racing

Developer Funcom Dublin
Publisher JVC Musical Industries
Release date (us) September 30, 1996
(eu) July, 1996
Genre Racing
Players 1 Player

With disregard for a background story, Funcom Dublin offers a Wipeout-esque mix of racing and driving at a very fast pace. Completing laps within the allotted time does not suffice, the player also need to destroy a certain amount of vehicles. Contrary to the aforementioned title, the player drive ordinary racing cars with mounted weapons.

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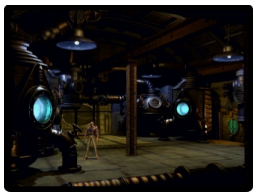
6.4



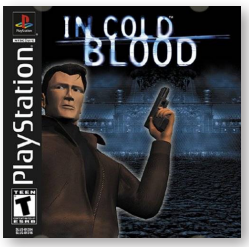
NTSC Rarity: 1
PAL Rarity: 3

In Cold Blood

Developer Revolution Software
Publisher Dreamcatcher Interactive, (eu) SCEE
Release date (us) May 30, 2001
(eu) July 14, 2000
Genre Adventure
Players 1 Player

In Cold Blood, the player assumes the role of John Cord, an MI6 agent, who is captured while on assignment and tries to figure out who betrayed him through a series of flashbacks.

After the success of the first two Broken Sword games on the PlayStation, Sony contacted Revolution Software to develop a game to be released initially on the console.



7.5

NTSC Rarity: 4
PAL Rarity: 3

Incredible Crisis

Developer Polygon Magic
Publisher Titus Interactive
Release date (us) November 6, 2000
(eu) November 24, 2000
Genre Mini Games
Players 1 Player

Incredible Crisis follows the four members of a working-class Japanese family on their bizarre adventures home from their daily routines to get birthday presents for the family's grandmother. The game consists of several action-oriented minigames strung together and book-ended with pre-rendered cutscenes.

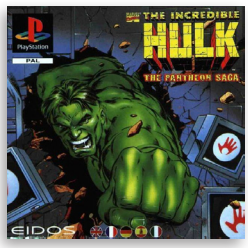
In the Hunt

7.5

Developer Funcom Dublin
Publisher THQ
Release date (us) March, 1996
(eu) October, 1996
Genre Shooter
Players 1-2 Players

In the Hunt is a horizontal scrolling shooter arcade game, released in 1993 and later ported to the PlayStation. The player takes the role of a submarine in underwater environments. There are a total of six levels in the game; The South Pole, The Channel, Seabed Ruins, Sunken Town, Deep Dark Sea, and the Enemy Base.

NTSC Rarity: 7
PAL Rarity: 4



The Incredible Hulk: The Pantheon Saga

6.2

Developer Attention To Detail
Publisher Eidos Interactive
Release date (us) February 28, 1997
(eu) December, 1996
Genre Platformer
Players 1 Player

The Incredible Hulk: The Pantheon Saga is a side-scrolling action game, loosely based on storylines from the early 1990s issues of the Incredible Hulk comic book series.

The Hulk can jump, punch, kick, and pick up certain large objects to throw as projectiles.

NTSC Rarity: 5
PAL Rarity: 4

Independence Day

4.5

Developer Radical Entertainment
Publisher Fox Interactive
Release date (us) February 28, 1997
(eu) July, 1997
Genre Shooter
Players 1-2 Players

Independence Day is based on the movie of the same name. The gameplay is a 3D flying, shooting game comprising 13 missions with time limits; failure to complete a mission in the allotted time will result in failure.

The game was originally rated “T” for Teen by the ESRB. It was edited so it could be re-rated “KA” for Kids and Adults.

NTSC Rarity: 3
PAL Rarity: 3

6.5

PAL Rarity: 4

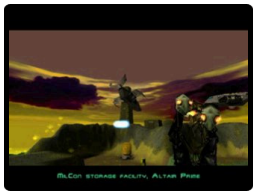
Indy 500

Developer Tomy Corporation
Publisher JVC Digital Studios
Release date (eu) April, 1998
Genre Racing
Players 1-2 Players

Indy 500 is a circuit-based racing car game based on the Indianapolis 500-Mile Race, an automobile race held annually at the Indianapolis Motor Speedway in Speedway, Indiana.

The game has been specifically aimed at the younger players, as opposed to those who prefer the more complicated racers of this genre. There are three modes of play which are Time Attack, 2 Player vs and Indy 500.

8.0



PAL Rarity: 3

Infestation

Developer Frontier Developments
Publisher Ubisoft
Release date (eu) September 1, 2000
Genre Action, Driving
Players 1 Player

The player drive an upgradeable buggy, an experimental vehicle, named ACAM. It can be transformed into six different shapes; an aircraft, a hovercraft, among other vehicles. The object is to shoot aliens with flashy weapons, collect resources such as Crystals, Energy Spheres and lost scientists.

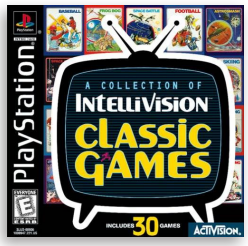
5.5

NTSC Rarity: 1
PAL Rarity: 3

Inspector Gadget: Gadget's Crazy Maze

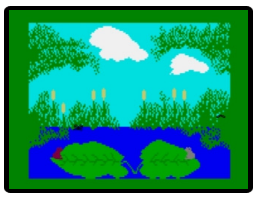
Developer Light & Shadow Productions, Vision Media
Publisher Ubisoft
Release date (us) August 9, 2001
(eu) June 8, 2001
Genre Puzzle
Players 1-8 Players

Inspector Gadget has to find crystals that are scattered around the game area and neutralize them. He does so by arranging three or more crystals of the same colour in a straight line at which point they turn into coins that can be collected for points.



Intellivision Classic Games

6.4



Developer	Gray Matter
Publisher	Activision
Release date	(us) September 30, 1999
Genre	Compilation
Players	1-5 Players

A Collection of Classic Games from the Intellivision is a compilation of 30 games originally published for the Intellivision. A flashy menu system demonstrates each game.

Some of the games are; Armor Battle, Astrosmash, Auto Racing, Basketball, Boxing, Checkers, NFL Football, Frog Bog, Hover Force, Las Vegas Poker & Blackjack, Major League Baseball, NASL Soccer, NHL Hockey, and Night Stalker.

NTSC Rarity: 2

International Cricket Captain 2000

8.6

Developer	Empire Interactive
Publisher	Empire Interactive
Release date	(eu) November 3, 2000
Genre	Cricket manager
Players	1 Player

International Cricket Captain 2000 is a cricket management game, similar to the lines of those done in soccer. The concept for International Cricket Captain was the brainchild of Chris Child, who programmed the original game engine as a university project.

PAL Rarity: 3

International Cricket Captain 2001: Ashes Edition

6.0

Developer	Empire Interactive
Publisher	Empire Interactive
Release date	(eu) August 24, 2001
Genre	Cricket manager
Players	1 Player

International Cricket Captain 2001: Ashes Edition let`s the player choose to manage for England or any country from the Test playing nations, any side in the two division county championship and play in all domestic tournaments including the National League and the Super Cup. Historical scenarios also features players from the past.

PAL Rarity: 3

International Cricket Captain 2002

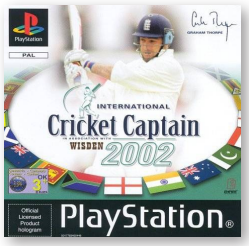
7.0

PAL Rarity: 3

Developer	Empire Interactive
Publisher	Empire Interactive
Release date	(eu) May 24, 2002
Genre	Cricket manager
Players	1 Player

International Cricket Captain 2002 is the third in the series for the Playstation console.

The game is similar to the other games released, where the player captain any country from the test playing nations or country teams, sign new players, decide match tactics, play real world tournaments, prepare the pitch, bowl over or around the wicket, and play ball-by-ball or over-by-over.



International Moto X

6.0

PAL Rarity: 3

Developer	Graftgold
Publisher	Time Warner Interactive
Release date	(eu) December, 1996
Genre	Racing
Players	1 Player

International Moto X simulates off-road motorcycle races. The main part of the game is the championship mode in which the player controls a 125cc motorcycle. There are various different leagues on different continents.

Because the game is played in a 3rd person perspective there is no cockpit view - so all relevant data is shown in the upper left corner of the screen, including a mini map.

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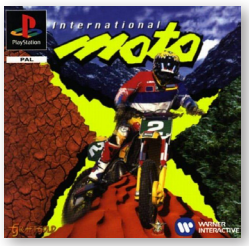


International Superstar Soccer Deluxe

6.7

PAL Rarity: 4

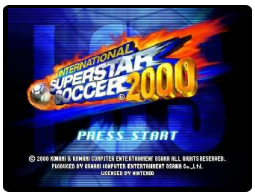
Developer	Konami
Publisher	Konami
Release date	(eu) February, 1997
Genre	Sports
Players	1-4 Players

International Superstar Soccer Deluxe is a soccer video game and the sequel to International Superstar Soccer.

The SNES version of the game was extremely successful in Brazil and Argentina, generating many third party games using ISS Deluxe as a base. The game was altered so it would match Brazilian teams instead of world national teams. All players names, shirts and powers were altered.

International Superstar Soccer

6.8

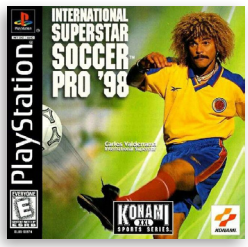


PAL Rarity: 3

Developer Konami
Publisher Konami
Release date (eu) December 8, 2000
Genre Sports
Players 1-2 Players

International Superstar Soccer, known as Jikkyou World Soccer 2000 in Japan, is a soccer game. It includes real player names, a range of game modes, from 4 player exhibition, training, vs, World League against every team in the world, and a collection of scenario games that have the player completing certain elements of a game in order to complete it.

International Superstar Soccer Pro 98



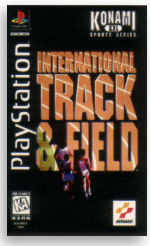
7.6

NTSC Rarity: 3
PAL Rarity: 3

Developer Konami Computer Entertainment Tokyo
Publisher Konami
Release date (us) August 11, 1998
(eu) May 1, 1998
Genre Sports
Players 1-2 Players

International Superstar Soccer Pro 98, officially abbreviated as ISS Pro 98 and Winning Eleven 3 in Japan, is a soccer game which follows International Superstar Soccer Pro. Although it lacked FIFPro licence, it featured Italian striker Fabrizio Ravanelli along with German goalkeeper Andreas Koepke (on German release) and Paul Ince (on British release) on the cover.

International Track & Field



6.7

NTSC Rarity: 4
PAL Rarity: 3

Developer Konami
Publisher Konami
Release date (us) June 28, 1996
(eu) June, 1996
Genre Sports
Players 1-4 Players

International Track & Field is a 3D update of Konami's Track & Field series, in which up to four players compete in eleven different Olympic events. All six events from the first game, 1983's Track & Field, are included; but tellingly, only three events (swimming, pole vault and triple jump) are taken from the less accomplished sequel, Hyper Sports.

6.1

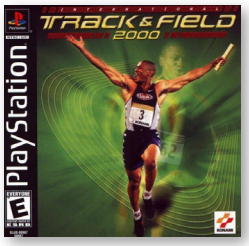
NTSC Rarity: 3
PAL Rarity: 2

International Track & Field 2000

Developer Konami
Publisher Konami
Release date (us) October 31, 1999
(eu) 2000
Genre Sports
Players 1-4 Players

International Track & Field 2000 is a track and field game for the PlayStation.

The events include; 100m Dash, Long Jump, Pole Vault, Hammer Throw, Javelin Throw, Weight Lifting, 50m Freestyle, Horse Vault, Cycling 1 km Time Trial, Cycling Sprint, and Canoeing.



6.9

NTSC Rarity: 2

Inuyasha: A Feudal Fairy Tale

Developer Dimps Corporation
Publisher Bandai
Release date (us) April 10, 2003
Genre Fighting
Players 1-2 Players

InuYasha: A Feudal Fairy Tale is a 2D fighting game based on the manga and anime series Inuyasha. It consists of battles and minigames in an effort to retrieve shards of the sacred Jewel of Four Souls, essentially following the overall plot of the series.

The game also features the character/attacks, images, and animated cut scenes for the special attacks from the TV series.

3.8

PAL Rarity: 3

Invasion

Developer Microids
Publisher Microids
Release date (eu) February, 1999
Genre Shooter
Players 1-2 Players

The game begins in 17-October-2093 when an alien army enter the solar system and in a brief battle they defeated the Earth armies. Being one of the few members of the resistance, the player will have to pilot his ship through different missions to destroy the aliens forces.

Invasion is a classic 3D shooter with different camera angles and a high difficulty level.

Invasion from Beyond

7.6

Developer	King of the Jungle
Publisher	GT Interactive
Release date	(us) November 30, 1998 (eu) November, 1998
Genre	Action
Players	1 Player

Invasion From Beyond, known as B-Movie in Europe, is a 3D flight combat game. Choosing from a selection of different ships, more of which can be found during the course of the game, the player takes to the skies. Each ship contains a primary weapon, a secondary weapon and a Suk-O-Matic which can be used to retrieve items and people in order for them to reach safety.

"mobygames.com"

NTSC Rarity: 1
PAL Rarity: 4

Iron and Blood

4.9

Developer	Take-Two Interactive
Publisher	Acclaim
Release date	(us) October 31, 1996 (eu) November, 1996
Genre	Fighting
Players	1-2 Players

Iron & Blood, known as Advanced Dungeons & Dragons: Iron & Blood: Warriors of Ravenloft in Europe, is a 3D fighting game. The game is based on Ravenloft, a campaign setting for the Dungeons & Dragons fantasy roleplaying game.

Before its conversion to the PlayStation, the game was originally developed for the 3DO M2 console under the title Ironblood.

NTSC Rarity: 3
PAL Rarity: 2

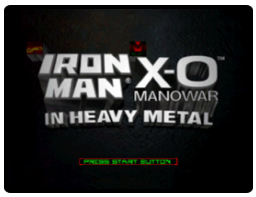
Iron Man and X-O Manowar in Heavy Metal

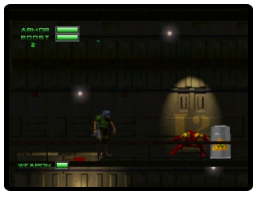
5.2

Developer	Realtime Associates
Publisher	Acclaim
Release date	(us) October 31, 1996 (eu) November, 1996
Genre	Beat'em up
Players	1-2 Players

Iron Man / X-O Manowar in Heavy Metal is a one or two-player side-scrolling arcade game in which the player battles various villains from the Iron Man and X-O Manowar comic book series.

Both Iron Man and X-O Manowar can jump, punch, shoot laser beams and use a limited supply of fuel to fly.





NTSC Rarity: 3
PAL Rarity: 4

7.3

NTSC Rarity: 5
PAL Rarity: 4

Iron Soldier 3

Developer Eclipse Software Design
Publisher Vatical Entertainment, Telegames
Release date (us) June 14, 2000
(eu) December 21, 2000
Genre First-person shooter
Players 1-2 Players

The player controls a 42-foot-tall robot to defend the United Republic, one of the last free countries left in this futuristic world, from PENTA Industries, one of the many huge corporations that became more powerful with the rapid industrialization of the world. Iron Soldier 3 is a sequel to the Atari Jaguar games Iron Soldier and Iron Soldier 2.

8.1

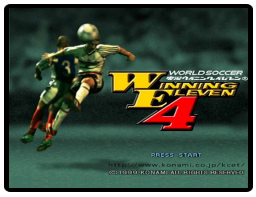
NTSC Rarity: 2

Irritating Stick

Developer Jaleco Entertainment
Publisher Jaleco Entertainment
Release date (us) January 31, 1999
Genre Puzzle
Players 1-8 Players

Irritating Stick, also known as Dengeki Iraira Bou Returns in Japan, is based on the Japanese game show Ucchan Nanchan no Honō no Challenger: Kore ga Dekitara 100 Man En. The show in turn was based on a carnival game, where the player tries to maneuver a metal rod through a metal maze without touching the sides or else they would get shocked. In the American Version of the game, the voices (except for when the maze is finished) were removed for unknown reasons.

8.5



NTSC Rarity: 4
PAL Rarity: 3

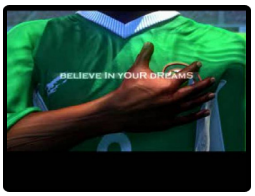
ISS Pro Evolution

Developer Konami
Publisher Konami
Release date (us) June 6, 2000
(eu) May, 1999
Genre Sports
Players 1-4 Players

ISS Pro Evolution, known as Winning Eleven 4 in Japan, is the third video game in ISS Pro series developed exclusively for the PlayStation.

The engine has been recreated providing new player movements, animations and improved graphics.

ISS Pro Evolution 2



8.3

Developer	Konami Computer Entertainment Tokyo
Publisher	Konami
Release date	(eu) March 23, 2001
Genre	Sports
Players	1-4 Players

ISS Pro Evolution 2 is the first ISS Pro game with proper licenses. The game has an extended Master League, with 2 divisions and eight more clubs, resulting in a total of twenty four club teams, such as Leeds United and Boca Juniors. More international teams have been added as well. Next to these additions, the gameplay has changed, as it is smoother and more realistic.

PAL Rarity: 3

The Italian Job

6.7

Developer	Pixelogic
Publisher	Rockstar Games, (uk) SCi
Release date	(us) 2002 (eu) 5 October 2001
Genre	Racing
Players	1 Player

The Italian Job is a video game based on the original 1969 The Italian Job film. The game features a story mode based on the movie and a multiplayer mode where the player drives through several different circuits in London and Turin. The player can drive around freely within a sandbox mode, in a range of cars including the famous Mini.

NTSC Rarity: 1
PAL Rarity: 3

International Karate +

7.0

Developer	Ignition Entertainment
Publisher	Ignition Entertainment
Release date	(eu) June 10, 2003
Genre	Fighting
Players	1-2 Players

International Karate + are a remake of the all time classic Commodore 64/128 game by Archer MacLean.

The game is a 2D karate fighting game, but with three combatants instead of two. Taking control of one of the three karate experts, players must fight against the other two in timed rounds. The other two karate experts are fighting against each other as well, creating a three way fight situation.

PAL Rarity: 3

6.9

NTSC Rarity: 3
PAL Rarity: 3

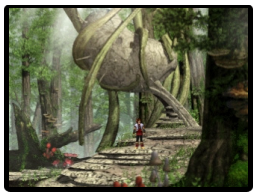
Jackie Chan Stuntmaster

Developer	Radical Entertainment
Publisher	SCEA, (eu) SCEE
Release date	(us) January 31, 2000
	(eu) January 31, 2000
Genre	Beat ‘em up
Players	1 Player

Jackie Chan Stuntmaster is a Beat ‘em up game based on the actor and martial artist Jackie Chan.

While making the game, Radical Entertainment consulted Jackie at every point so as to give the game the feeling of a Jackie Chan film. When the player completes the game, a video is shown of Jackie talking about the game and also of him during the motion capture.

7.3



NTSC Rarity: 1
PAL Rarity: 3

Jade Cocoon: Story of the Tamamayu

Developer	Genki
Publisher	Crave Entertainment, (eu) Ubisoft
Release date	(us) November 30, 1998
	(eu) December 10, 1999
Genre	Adventure, Role-playing game
Players	1 Player

Jade Cocoon: Story of the Tamamayu combines elements of role-playing video games and virtual pet management. It was developed by Genki in collaboration with Katsuya Kondō, character designer for the Studio Ghibli movies Kiki’s Delivery Service and I Can Hear the Sea.

Reviews of Jade Cocoon were generally positive.

6.6

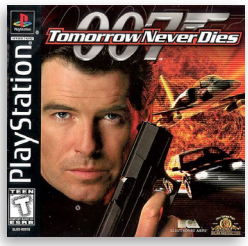
NTSC Rarity: 2
PAL Rarity: 1

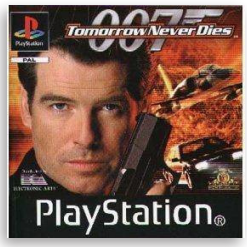
James Bond 007: The World is Not Enough

Developer	Black Ops Entertainment
Publisher	Electronic Arts, MGM
Release date	(us) November 1, 2000
	(eu) November 17, 2000
Genre	First-person shooter
Players	1 Player

The World Is Not Enough is a first-person shooter stealth video game based on the James Bond film of the same name.

Coming off the lukewarm reception of the previous Bond game, Tomorrow Never Dies, it was decided that The World Is Not Enough would go back to its roots as a first-person shooter.





James Bond 007: Tomorrow Never Dies

5.9

Developer	Black Ops Entertainment
Publisher	Electronic Arts
Release date	(us) November 16, 1999 (eu) November 25, 1999
Genre	Third-person shooter
Players	1 Player

Tomorrow Never Dies, also known as 007: Tomorrow Never Dies, is a third-person shooter stealth video game based on the James Bond film of the same name, and released exclusively for the PlayStation. It is the first 007 game of many that was published by Electronic Arts since acquiring the James Bond licence.

The game was met with very mixed reviews.

NTSC Rarity: 1
PAL Rarity: 1

Jarrett & Labonte Stock Car Racing

7.5

Developer	Codemasters
Publisher	Codemasters
Release date	(us) October 4, 2000 (eu) 2000
Genre	Racing
Players	1-2 Players

TOCA World Touring Cars features various Touring Car championships from around the world, but despite carrying the TOCA name, a fully licensed British Touring Car Championship (ToCa) series was not included. The gameplay overall became more "arcadey" and the replacement of qualifying laps with random grid positions together with the omission of penalties for bad driving made the game much more playable for the casual gamer.

NTSC Rarity: 3
PAL Rarity: 2

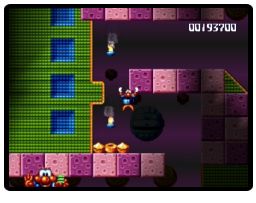
James Pond 2: Codename: Robocod

5.5

Developer	Vectordean
Publisher	Play It Ltd.
Release date	(eu) November, 2003
Genre	Platformer
Players	1 Player

James Pond 2: Codename RoboCod, also known as Super James Pond, is a platform video game and sequel to James Pond.

The game takes place immediately after its predecessor, James Pond. Although Acme Oil Co. has been destroyed by James Pond, Pond's arch enemy Dr. Maybe survived and has retreated to the North Pole where he has taken over Santa's workshop.



PAL Rarity: 1

6.0

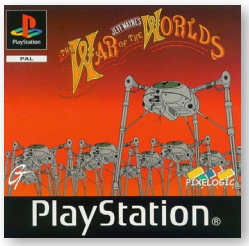
PAL Rarity: 2

Jeff Wayne's The War of the Worlds

Developer Pixelogic
Publisher GT Interactive
Release date (eu) November 19, 1999
Genre Action, Driving
Players 1 Player

Jeff Wayne's The War of the Worlds is a strategic vehicular combat third-person shooter video game. It was based primarily on the 1978 concept album Jeff Wayne's Musical Version of The War of the Worlds, but also draws from the original War of the Worlds novel by H. G. Wells.

The game received mixed to positive reviews.



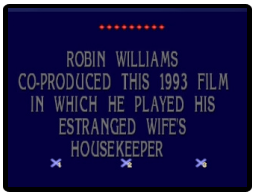
6.6

NTSC Rarity: 3

Jeopardy!

Developer Artech Studios
Publisher Hasbro Interactive
Release date (us) December 10, 1998
Genre Trivia
Players 1-3 Players

In Jeopardy! for the PlayStation, the goal is to answer as many questions as possible in six different categories. Each category has five answers ranging from $100 to $500 in cash value; correct answer and the sum will be added to the totals. The second round doubles the money and ends with a Final Jeopardy! category, where players can wager as much of their earnings as they want in an attempt to best their two opponents.



6.0

NTSC Rarity: 4

Jeopardy! 2nd Edition

Developer Artech Studios
Publisher Hasbro Interactive
Release date (us) September 28, 2000
Genre Trivia
Players 1-2 Players

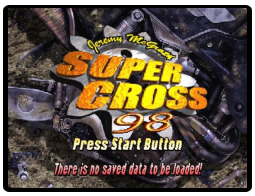
Based on the television game show, Jeopardy! 2nd Edition challenges the player to compose over 4,200 new answers in the form of questions. The game's three modes include the Normal Game, Solo Game and Tournament of Champions, with a "Behind the Scenes" feature thrown in for extra measure. The "Behind the Scenes" feature offers sample contestant exams, backstage video footage and hidden interviews with host Alex Trebek.

Jeremy McGrath Supercross '98

6.1

Developer	Probe Entertainment
Publisher	Acclaim
Release date	(us) May 31, 1998 (eu) July, 1998
Genre	Racing
Players	1-2 Players

Game modes include a Racing Season, Single Race, and a Ghost Racing mode. The Racing Season mode involves the player racing against 5 opponent racers on a number of indoor or outdoor tracks trying to get first place. Getting far in this mode will also unlock more bikes. The game also includes a track editor.



NTSC Rarity: 1
PAL Rarity: 3

Jeremy McGrath Supercross 2000

7.2

Developer	Acclaim
Publisher	Acclaim
Release date	(us) July 14, 2000 (eu) August 25, 2000
Genre	Racing
Players	1-2 Players

Jeremy McGrath Supercross 2000 is endorsed by supercross star Jeremy McGrath. Note that this game is not the same as the game Supercross 2000, which was released in 1999 by EA Sports.

The game features 8 indoor and 8 outdoor tracks. The player can choose to do a single race on an individual track, or do a championship series on the indoor tracks, the outdoor tracks, or both.

NTSC Rarity: 1
PAL Rarity: 3

Jersey Devil

6.7

Developer	Behaviour Interactive
Publisher	SCEA, (eu) Ocean Software
Release date	(us) May 31, 1998
Genre	Platformer
Players	1 Player

Jersey Devil is a 3D platform game developed in Canada. The protagonist of the game, is a Jersey Devil, although he has more characteristics of a bat. His primary mission is to stop Dr. Knarf and his army of mutated vegetables and prehistoric monsters. Jersey Devil uses his punch, jumping, and gliding abilities to defeat his enemies.

NTSC Rarity: 5
PAL Rarity: 3

6.0

PAL Rarity: 3

Jet Ace

Developer Phoenix Games
Publisher Phoenix Games
Release date (eu) November 15, 2004
Genre Shooter
Players 1 Player

Jet Ace is another After Burner clone. The player controls a plane and have to destroy the enemy ships in a level to advance to the next mission. The big difference in gameplay between this game and After Burner is that in this game there isn't an aircraft that replenish the weapons since the player has to pass through some circles to replenish his weapons.

"kimsufi.com"

7.0

NTSC Rarity: 1
PAL Rarity: 3

Jet Moto

Developer SingleTrac, Locomotive Games
Publisher SCEA, (eu) SCEE
Release date (us) October 31, 1996
(eu) February, 1997
Genre Racing
Players 1-2 Players

Jet Moto is a series of futuristic racing games for the PlayStation. Gameplay in the Jet Moto series differs from traditional racing games, as players instead control hoverbikes which hover close above the ground and can be driven over both land and water. Most of the courses in the games are designed to take advantage of this ability.

6.9

NTSC Rarity: 1
PAL Rarity: 3

Jet Moto 2

Developer SingleTrac
Publisher SCEA
Release date (us) October 31, 1997
(eu) April, 1998
Genre Racing
Players 1-2 Players

As with Jet Moto, gameplay in Jet Moto 2 revolves around the use of hoverbikes to traverse a race course, similar to modern day motorcross, but with the added ability to traverse water.

Dual Analog Controllers and the accompanying vibration functions were supported for the first time, but DualShock Controllers were not.

Jet Moto 3

6.5

Developer	Pacific Coast Power & Light
Publisher	989 Sports
Release date	(us) August 31, 1999
Genre	Racing
Players	1-2 Players

Jet Moto 3 was the first and only Jet Moto title released by developer Pacific Coast Power & Light and publisher 989 Sports. It has been released only in North America. It was released on the PlayStation Network on February 21, 2008 but was removed shortly thereafter for undisclosed reasons.

The game is notable for the inclusion of new stunt tracks and a "hop" button, which is used to boost over obstacles.

NTSC Rarity: 1

Jetracer

4.0

Developer	Theyer GFX
Publisher	Midas Interactive
Release date	(eu) April 12, 2001
Genre	Sports
Players	1-2 Players

Jetracer features four different places, Laguna Beach, San Diego, Torrey Pine and Big Sur Coast, along with three game modes: Free ride, where the player can choose one of the eight characters and start practicing moves. Rider Championship, where the object is to win the championship. And Extreme trick, where one have to try and make the best trick.

PAL Rarity: 3

Jigsaw Madness

4.7

Developer	Nippon Ichi Software
Publisher	XS Games
Release date	(us) December 1, 2002 (eu) June 27, 2003
Genre	Puzzle
Players	1-4 Players

Jigsaw Madness is the international release of Jigsaw Island: Japan Graffiti. It includes all of the standard modes from the original game, including the 4-player battle and single-player free modes.

The game offers gamers a collection of 150 different puzzles that can be pieced together.

NTSC Rarity: 2
PAL Rarity: 4

3.0

NTSC Rarity: 3

Jimmy Johnson VR Football '98

Developer Padded Cell Studios
Publisher Interplay
Release date (us) September, 1997
Genre Sports
Players 1-2 Players

Coach Jimmy Johnson lends his likeness and advice to this football simulation from VR sports. Using official 1997 NFL rosters and play books, VR Football '98 focuses on accessibility with one touch play calling and an original pass control system. Unique features include halftime motivational speeches and critiques of your performance from coach Johnson.

"mobygames.com"

5.5

NTSC Rarity: 2
PAL Rarity: 3

Jimmy White's 2: Cueball

Developer Awesome Developments
Publisher Virgin Interactive
Release date (us) 2000
(eu) April 7, 2000
Genre Sports
Players 1-2 Players

Jimmy White's 2: Cueball is a sequel to Jimmy White's Whirlwind Snooker. The development team was led by Archer MacLean, the designer of the original game.

A number of features from Whirlwind Snooker were improved upon for Cueball, most notably the graphics. The game makes use of a 3D accelerator card which enables the player to peruse not only the table, but the entire snooker or pool room.

7.3

PAL Rarity: 4

Jinx

Developer HammerHead, Ltd.
Publisher SCEE
Release date (us) January 31, 2003
Genre Platformer
Players 1 Player

Jinx is a 3D platformer for the PlayStation in the vein of other 3D platformers like Spyro the Dragon. The main character Jinx, a court jester, is tasked with finding and rescuing the royal family he works for, that have been kidnapped by Gripply the Pirate King, leaving the realm into a state of chaos. The player has to traverse various different worlds and locations in pursuit of Gripply, while facing a number of enemies, and solving puzzles.

JoJo's Bizarre Adventure

8.0

Developer	Capcom
Publisher	Capcom
Release date	(us) March 31, 2000 (eu) 2000
Genre	Fighting
Players	1-2 Players

JoJo's Bizarre Adventure is a fighting game based on Hirohiko Araki's Japanese manga of the same title. The games were originally developed by the same team who are responsible for the Street Fighter III series.

The game combines Capcom's trademark anime-inspired graphics, as seen in the Darkstalkers series, with the colorful characters and events of Hirohiko Araki's creation.

NTSC Rarity: 4
PAL Rarity: 3

Johnny Bazookatone

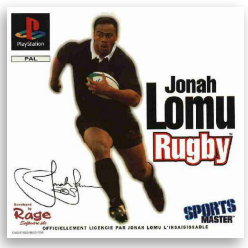
6.8

Developer	Arc Developments
Publisher	U.S. Gold
Release date	(us) February 15, 1996 (eu) January 15, 1996
Genre	Platformer
Players	1 Player

The game follows the protagonist, Johnny Bazookatone, trapped in the year 2050 in Sin Sin Prison by El Diablo, lord of the underworld. His guitar, known as "Anita" is taken from him, and so Johnny must travel to reclaim it.

The player can shoot unlimited blasts from the guitar gun, and power it up to release a more powerful sonic blast.

NTSC Rarity: 3
PAL Rarity: 4



Jonah Lomu Rugby

8.0

Developer	Codemasters
Publisher	Rage Software
Release date	(eu) March 31, 1997
Genre	Sports
Players	1-4 Players

Jonah Lomu Rugby`s title is a reference to noted All Blacks winger Jonah Lomu. Jonah Lomu Rugby was the first rugby union game released on the PlayStation platform.

The game supports one to four players. There are a number of playable modes - including knock-out, World Cup, regional competitions as well as historical matches.

PAL Rarity: 3

3.7

NTSC Rarity: 3
PAL Rarity: 2

Judge Dredd

Developer	Gremlin Interactive
Publisher	Activision
Release date	(us) March 1, 1998 (eu) November 1, 1997
Genre	Light-gun
Players	1-2 Players

Judge Dredd for the PlayStation is an ‘on rails’ lightgun shooter based on the original comics instead of the 1995 movie. The action moves through pre-rendered environments on a fixed path. 14 levels spread over 4 stages must be cleared of lawbreakers. Not everything on the screen should be shot at, however: sometimes, innocent citizens will cross the scene. Hitting too many of them means a quick ‘game over’.

6.8

NTSC Rarity: 5

Juggernaut

Developer	Jaleco Entertainment
Publisher	Will
Release date	(us) September 30, 1999
Genre	Adventure
Players	1 Player

Juggernaut, known in Japan as Juggernaut: Senritsu no Tobira, was developed by the Japanese studios Will and Tonkin House. The game play is similar to that of the popular adventure game Myst and featured FMV sequences.

The player controls an unnamed young man whose girlfriend, Sarah, has been possessed by demonic forces.

7.6

NTSC Rarity: 3
PAL Rarity: 4

Jumping Flash!

Developer	Exact
Publisher	SCE
Release date	(us) January 1, 1996 (eu) April 28, 1995
Genre	Platformer
Players	1 Player

Jumping Flash! follows the robotic rabbit named ‘Robbit’ as he searches for the missing Jet Pods which were scattered by the game’s astrophysicist antagonist, Baron Aloha. The game is presented in a first-person perspective, in which Robbit must explore each world to retrieve all the hidden Jet Pods, stop Aloha, and save the world from desolate emptiness.

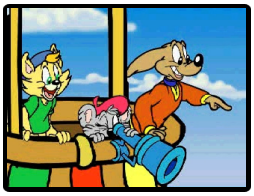
Jumping Flash! 2

8.2

Developer	Exact
Publisher	SCE
Release date	(us) August 31, 1996 (eu) October 1, 1996
Genre	Platformer
Players	1 Player

Much of the interface were transferred from its predecessor to Jumping Flash! 2 in order to save time during the development. Despite the initial similarities, the developers decided to give Jumping Flash! 2 a much larger draw distance, and updated enemy AI in order to give the game a more unique first-person 3D perspective.

NTSC Rarity: 4
PAL Rarity: 5



JumpStart: Wildlife Safari Field Trip

5.5

Developer	Dice
Publisher	Knowledge Adventure Inc.
Release date	(us) Ocober 19, 2001
Genre	Edutainment
Players	1-2 Players

Part of the Jump Start series, JumpStart Wildlife Safari: Field Trip is a learning activity game for PlayStation aimed at ages four and up. Intended to introduce and reinforce a number of skills including counting, alphabet, and shape recognition, the game uses the Jump Start's Early Discovery characters Kisha, Frankie, and Casey to accompany children through five different environments of learning activities.

"kimsufi.com"

NTSC Rarity: 4

The Jungle Book Groove Party

5.2

Developer	Ubisoft
Publisher	Ubisoft
Release date	(us) December 8, 2000 (eu) November 17, 2000
Genre	Rhythm
Players	1-2 Players

The Jungle Book Groove Party, known as The Jungle Book Rhythm N'Groove in North America, is a music rhythm video game. Featuring similar gameplay to the Dance Dance Revolution series, the game features characters and songs from Disney's The Jungle Book.

The game came also packaged with a dance pad.

NTSC Rarity: 4
PAL Rarity: 3

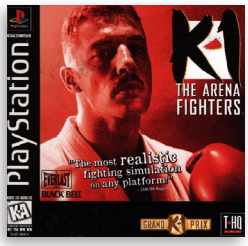
4.4

NTSC Rarity: 5
PAL Rarity: 5

Jupiter Strike

Developer	Taito Corporation
Publisher	Acclaim Entertainment
Release date	(us) November, 1995
	(eu) December, 1995
Genre	Shooter
Players	1 Player

Jupiter Strike, known as Zeitgeist in Japan, is a 3D - scrolling shooter game, where the player takes control of a futuristic fighter jet that has two main weapons. Unlike other scroll shooters this game does not have any power ups. Instead the player's ship has a laser sub-weapon that homes into locked on targets. The player must battle against extraterrestrial ships which can range from small fighters to large mother ships.



K-1 The Arena Fighters

8.3

Developer Daft
Publisher THQ
Release date (us) March 15, 1997
(eu) May 15, 1997
Genre Fighting
Players 1-2 Players

K-1 The Arena Fighters is a kickboxing game featuring 8 real world K-1 fighters. The game features a 1 player mode, a 2 player VS. mode, a Tournament mode featuring all 8 fighters, and a Team Battle mode.

Gameplay consists of two fighters in a boxing ring using high and low punches and kicks to down their opponent. Each fighter can also use their special signature move to hurt their opponent.

NTSC Rarity: 2
PAL Rarity: 3

K-1 Grand Prix

6.4

Developer Daft
Publisher Jaleco Entertainment
Release date (us) January 25, 2000
(eu) November 15, 2000
Genre Fighting
Players 1-2 Players

K-1 Grand Prix is a kickboxing game featuring 32 real K-1 fighters. The game features a 1 player K-1 Kings mode, where the player picks a fighter and faces off against a series of computer controlled fighters, and another mode which is the 2 player K-1 Hercules mode. There is also the K-1 Grand Prix mode which has 16 fighters competing in a tournament to be the K-1 champion.

"mobygames.com"

NTSC Rarity: 6
PAL Rarity: 3

K-1 Revenge

5.7

Developer Daft
Publisher Jaleco Entertainment
Release date (us) February 28, 1999
Genre Fighting
Players 1-8 Players

K-1 Revenge brings together several practitioners of various martial arts such as kick boxing and karate and lets them fight each other to determine who the best fighter in the world is. The game contains 14 actual K-1 fighters and also 4 unlockable ones. In the game, each fighter's skills are rated by their speed, stamina, and power and each fighter also has two special arts; for example, an axe kick or a right hook.

"mobygames.com"

NTSC Rarity: 5

7.8

NTSC Rarity: 4
PAL Rarity: 3

Kagero: Deception II

Developer Tecmo
Publisher Tecmo, (uk) Virgin Interactive
Release date (us) October 14, 1998
(eu) September 10, 1999
Genre Action, Strategy
Players 1-2 Players

Kagero: Deception II is the sequel to Tecmo's Deception: Invitation to Darkness. Shifting the viewpoint to third-person and the emphasis to trap combos, Kagero: Deception II formed the foundation of current Deception titles and would be built upon in future titles. The change in how traps functioned gave this game a much more strategic edge than the first game, with traps able to interact with one another.

5.0

PAL Rarity: 3

Kart Challenge

Developer Interactive entertainment
Publisher Midas Interactive
Release date (eu) March 30, 2001
Genre Racing
Players 1 Player

Kart Challenge is a budget racing game, where the player can choose from eight tracks, three levels of difficulty, three types of drivers and four original kart models.

7.0

NTSC Rarity: 4
PAL Rarity: 4

Kartia: The Word of Fate

Developer Atlus
Publisher Atlus, (eu) Konami
Release date (us) August 7, 1998
(eu) December 25, 1999
Genre Tactical role-playing
Players 1-2 Players

Kartia: The Word of Fate, known as Legend of Kartia in Europe and Rebus in Japan, is a tactical role-playing game. It is best known for the work of its art designer, Yoshitaka Amano, who had previously worked on the Final Fantasy series.

Atlus USA originally released Kartia as a Blockbuster Video rental exclusive, though it was later released for retail sale.

Kensei: Sacred Fist

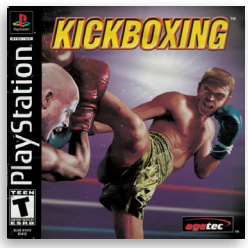
7.5

Developer	Konami
Publisher	KCET
Release date	(us) November 30, 1998 (eu) 1998
Genre	Fighting
Players	1-2 Players

Kensei uses a button distribution style, separating them into punch, kick, throw and guard. The system provides the player with a large array of moves and combos, and multi-step throws are available, though both normal and multi-throws can be countered by pressing a button that flashes on the screen.

The game features 9 initial playable fighters and 14 hidden characters that can be unlocked.

NTSC Rarity: 5
PAL Rarity: 3



Kickboxing

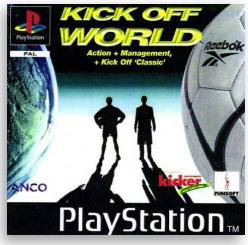
7.0

Developer	Jorudan
Publisher	Agetec Inc.
Release date	(us) March 1, 2001 (eu) May 2, 2003
Genre	Fighting
Players	1-2 Players

Kickboxing, known as Kickboxing Knockout in Europe, is very similar to Boxing, sharing a lot of the same characters. It also features similar gameplay mechanics of that game, with the exception that this game allows the addition of being able to kick instead of just punch.

The game modes are; Ranking, Story, and a 2 player VS. mode.

NTSC Rarity: 5
PAL Rarity: 3



Kick Off World

4.0

Developer	Anco
Publisher	Funsoft
Release date	(eu) June 26, 1998
Genre	Sports
Players	1-2 Players

The first Kick Off game for Playstation offers the ability to play with teams from Europe, South America and Africa. The game is not just about playing, coaching is equally important as the player head for the Reebook DMX Super League. Kick Off World has four levels, and five modes which includes a practice mode as well as Friendly and Cup Competition modes. As the manager, one can sell and buy players.

"mobygames.com"

PAL Rarity: 3

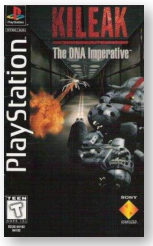
Kileak: The DNA Imperative

5.1

NTSC Rarity: 5
PAL Rarity: 3

Developer	Genki
Publisher	SCEA
Release date	(us) September 10, 1995 (eu) November 10, 1995
Genre	First Person Shooter
Players	1 Player

In first-person shooter manner the player explore the levels of the base, destroy robotic enemies and search for the elevator to the next level. The SJ107 assault suit features an automapping system and can be upgraded with better armor and weapons. It runs on battery energy which can be recharged at an energy station somewhere on each level.



Killer Loop

6.4

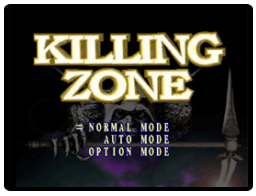
NTSC Rarity: 2
PAL Rarity: 3

Developer	Crave Entertainment
Publisher	VCC Entertainment
Release date	(us) October 31, 1999 (eu) November 9, 1999
Genre	Racing
Players	1 Player

The game takes place in a future where gasoline powered vehicles and paved roads have been replaced with electromagnetic vehicles and metal highways. Such vehicles are used for intense racing where vehicles could drive on bending, twisting tracks. The player has the option to have automatic or manual assistance on using their vehicle's magnets to drive on slopes, sideways or upside down in tunnels and on track sections that have no floor.

Killing Zone

4.1



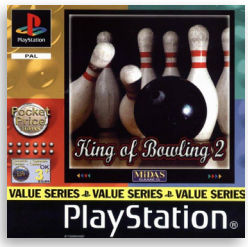
NTSC Rarity: 5
PAL Rarity: 5

Developer	Scarab
Publisher	Acclaim
Release date	(us) July, 1996 (eu) September, 1996
Genre	Fighting
Players	1-2 Players

Killing Zone is the sequel to Sega Saturn's Battle Monsters, with a total of 14 characters in the game.

The game is viewed as one of the worst fighting games for PlayStation. It received poor critical reception and very low ratings by gamers, because they considered its controls horrible and graphics full of glitches.

King of Bowling 2

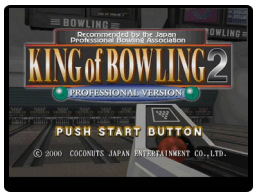


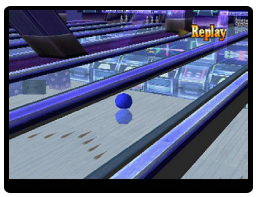
Developer	Coconuts Japan Entertaiment
Publisher	Midas Interactive
Release date	(eu) August 25, 2000
Genre	Sports
Players	1-8 Players

King of Bowling 2 is the 2nd game in the series and the first one released outside Japan.

There are 4 different Modes of Play; Coconut Cup Pro Tournament, Rank Certification Split Game, Pro Bowler Directory, and Party Game.

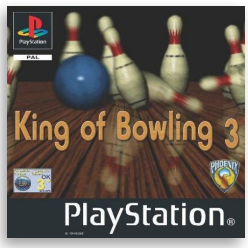
6.0





PAL Rarity: 3

King of Bowling 3

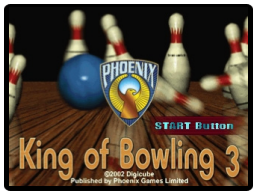


Developer	Digicube
Publisher	Phoenix Games
Release date	(eu) August 9, 2004
Genre	Sports
Players	1-4 Players

King of Bowling 3 is the last game in the series and features vs and single play modes with four different characters to choose.

Manufacturer's description:
"Learn to control the path of your ball applying just the right amount of force and spin to knock down all of those pins so you can yell... Strike! Play the extra challenges in the Quest mode. Aim for the Perfect Game in your quest to become the World Champion..."

6.5



PAL Rarity: 2

The King of Fighters '95

Developer	SNK
Publisher	SCE
Release date	(us) August 31, 1996 (eu) June 6, 1997
Genre	Fighting
Players	1-2 Players

The King of Fighters '95 is a 1995 arcade game, the sequel to The King of Fighters '94 and the second game in The King of Fighters series. It is also the first game in the series to be ported to other home consoles besides the Neo Geo AES and Neo-Geo CD.

The game marks the beginning of a story arc that later became known as the "Orochi Saga".

7.4

NTSC Rarity: 3
PAL Rarity: 4

7.5

NTSC Rarity: 1

The King of Fighters '99

Developer SNK
Publisher Agetec, Inc
Release date (us) April 22, 2001
Genre Fighting
Players 1-2 Players

The King of Fighters '99: Millennium Battle is a 1999 head-to-head fighting game by SNK released for the Neo Geo arcade and home platform. It is the sixth installment in the company's The King of Fighters series. The game was ported to the Neo-Geo CD and the PlayStation as the final KOF game released for both platforms. A Dreamcast version was also released under the title The King of Fighters '99 Evolution.

7.2

NTSC Rarity: 5
PAL Rarity: 3

Kingsley's Adventure

Developer Psygnosis
Publisher Psygnosis
Release date (us) October 7, 1999
(eu) October 8, 1999
Genre Action-adventure
Players 1 Player

Kingsley's Adventure is a third-person platformer–adventure game, similar to The Legend of Zelda series, in the sense that players are given a quest and have to explore certain areas of the game's overworld using a sword and a crossbow.

The player character are knight Kingsley, a fox swordsman, who is sent to protect the Fruit Kingdom from the warlock Bad Custard.

7.7

NTSC Rarity: 2
PAL Rarity: 4

King's Field

Developer From Software
Publisher ASCII Entertainment, (eu) SCEE
Release date (us) October 11, 1996
(eu) March 10, 1997
Genre Role-playing game
Players 1 Player

King's Field is a medieval-themed first-person role playing game. It is the second entry in the King's Field series and the first one released internationally. Since the original King's Field was released exclusively in Japan, the English language version of King's Field II was slightly retitled King's Field.

King's Field II

8.4

Developer	From Software
Publisher	ASCII Entertainment
Release date	(us) November 15, 1996
Genre	Role-playing game
Players	1 Player

King's Field II is the third entry in the King's Field series and the last one for the original PlayStation. The English language version was renumbered and retitled King's Field II, due to the fact that the original King's Field was only released in Japan.

The events of the game take place fifteen years after those depicted in its predecessor. The game's world is larger than in the earlier games and has more open-air areas.

NTSC Rarity: 3

Kirikou

6.5

Developer	Ocean Entertaiment, Etrange Libellules
Publisher	Wanadoo
Release date	(eu) November 9, 2001
Genre	Platformer
Players	1 Player

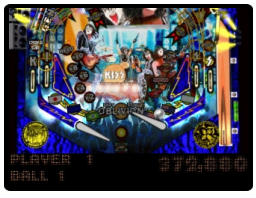
Kirikou is an action game based on the animated film 'Kirikou et la Sorcière', or 'Kirikou and the Sorceress' as it is known in North America. The player character, a newborn baby, sets off on a quest to stop the African sorceress Karaba.

The player must jump obstacles, and collect bonuses in standard side-scrolling platformer fare, gaining stronger weapons and special abilities as progress is made.

PAL Rarity: 3

KISS Pinball

5.7



Developer	Tarantula Studios
Publisher	Take-Two Interactive
Release date	(us) April 25, 2001 (eu) April 27, 2001
Genre	Pinball
Players	1 Player

KISS Pinball is a pinball game based on the multiple Kiss-themed pinball games have been made over the past few decades, beginning with the Bally-made machine first conceived in January 1978.

The game features two tables, Last Stop Oblivion and Netherworld.

NTSC Rarity: 1
PAL Rarity: 3

7.0

PAL Rarity: 4

KKND: Krossfire

Developer Beam Software Pty., Ltd.
Publisher Infogrames
Release date (eu) April 10, 1999
Genre Strategy
Players 1-2 Players

KKnD: Krossfire is the sequel to KKnD in the KKnD series. Gameplay takes place after a world wide nuclear war, on three map-types over land and water: a barren desert terrain, forest areas, or urban jungles. All three areas provide artifacts from the nuclear war, namely decrepit buildings and polluted water. Like other real time strategy games such as the Command and Conquer or Starcraft franchises, the primary objective of the game is to eradicate all other factions on a particular playing map.

8.5

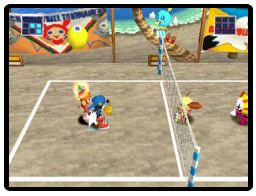
NTSC Rarity: 6
PAL Rarity: 4

Klonoa: Door to Phantomile

Developer Namco
Publisher Namco
Release date (us) March 10, 1998
(eu) June 5, 1998
Genre Platformer
Players 1 Player

Klonoa: Door to Phantomile is a side-scrolling platform game viewed from a “2.5D” perspective. The player moves the protagonist, Klonoa, along a path in a two-dimensional fashion, but the game is rendered in three dimensions. This allows the path followed to curve and for the player to interact with objects outside of the path.

7.5



PAL Rarity: 3

Klonoa Beach Volleyball

Developer Namco
Publisher Namco
Release date (eu) April 24, 2002
Genre Sports
Players 1-4 Players

Klonoa Beach Volleyball, known in Japan as Klonoa Beach Volley Saikyou Chīmu Ketteisen!, is a spin-off of the Klonoa game series. Its release was limited to Japan and Europe only.

This is also the only Klonoa title to feature a multiplayer mode, allowing up to four players to compete in pairs against the other team using a multitap.

Knockout Kings 99

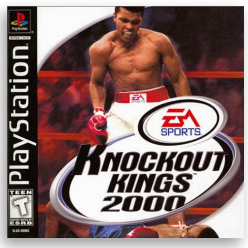
6.0

Developer	Press Start, Inc.
Publisher	Electronic Arts
Release date	(us) November 25, 1998 (eu) November 20, 1998
Genre	Sports
Players	1-2 Players

Knockout Kings, known as Knockout Kings 99 in Europe, has the player compete for a collection of different belts through-out the world as the greatest names in the history of boxing, or create a new boxer and go all the way to the top.

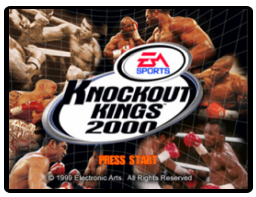
Jimmy Lenno, Jr. adds his voice for ring announcements, with Sean Ogrady and Al Albert commentate the play.

NTSC Rarity: 1
PAL Rarity: 3



Knockout Kings 2000

6.9



Developer	EA Sports
Publisher	Electronic Arts
Release date	(us) October 31, 1999 (eu) November 19, 1999
Genre	Sports
Players	1-2 Players

Knockout Kings 2000 is the sequel to Knockout Kings. The player can choose some of the greatest names in boxing history through a full career, or create a new boxer and fight for the heavyweight championship.

Famous names include Muhammad Ali, “Sugar” Ray Leonard, Lennox Lewis, Oscar De La Hoya and Evander Holyfield.

NTSC Rarity: 1
PAL Rarity: 3

Knockout Kings 2001

7.1

Developer	EA Sports
Publisher	Electronic Arts
Release date	(us) October 19, 2000 (eu) October 30, 2000
Genre	Sports
Players	1-2 Players

The game follows the same formula as the previous games, where the player can fight as famous boxers, including Sugar Ray Lewis, Muhammad Ali, Lennox Lewis, Oscar De La Hoya and more past winners and current champions. There is also several game modes, including a straight up arcade game and a career mode, where the player can a rookie to the world stage.

NTSC Rarity: 1
PAL Rarity: 3

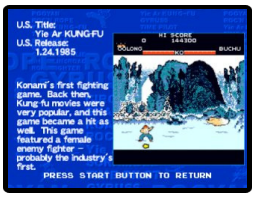
8.3

NTSC Rarity: 5

Konami Arcade Classics

Developer Konami
Publisher Konami
Release date (us) November 30, 1999
Genre Compilation
Players 1-2 Players

Konami 80's Arcade Gallery, is a compilation of arcade video games released in Japanese arcades in 1998. The compilation was also released in the west - first in arcades as Konami 80's AC Special, then on the PlayStation as Konami Arcade Classics. It contained 10 games; Pooyan, Scramble, Yie Ar Kung-Fu, Roc'n Rope, Shao-lin's Road, Circus Charlie, Super Cobra, Road Fighter, Time Pilot and Gyruss.



5.2

PAL Rarity: 3

Kotobuki Grand Prix

Developer Syscom Entertaiment
Publisher Midas Interactive
Release date (eu) June 30, 2003
Genre Racing
Players 1-2 Players

Kotobuki Grand Prix is a colourful scooter racer. The player can choose from one of eight characters, each with their own unique bike and riding style. The game has multiple game modes to choose, including story mode and 2-player split screen, three difficulty settings, four hidden boss characters, six courses, plus a bonus hidden track, and the ability to equip the character with a variety of weapons and power-ups, from Nitros to Bazookas.

7.4

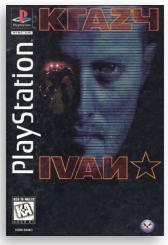
NTSC Rarity: 2
PAL Rarity: 3

Koudelka

Developer Sacnoth
Publisher Infogrames
Release date (us) November 30, 1999
(eu) September 29, 2000
Genre Role-playing game, Survival horror
Players 1 Player

Set in 1898 in Aberystwyth, Wales, the game follows the mysterious occurrences surrounding Nemeton Monastery and the three protagonists who, by chance, are forced to investigate its dark history.

The style of the game is a combination of survival horror games and tactical RPGs with a grid-based system for combat.



Krazy Ivan

6.4

Developer	Psygnosis
Publisher	Psygnosis
Release date	(us) February 15, 1996 (eu) January, 1996
Genre	First-person shooter
Players	1-2 Players

The player takes the role of Ivan Popovich, a Russian soldier controlling a giant mechanical suit, defending the Earth from robotic aliens. The game consists of five zones: Russia, Saudi Arabia, France, USA and Japan. The game has an interface at the end of each zone allowing the player to spend the game's form of experience points on upgrades and weapons.

NTSC Rarity: 3
PAL Rarity: 3

Kula World

7.6

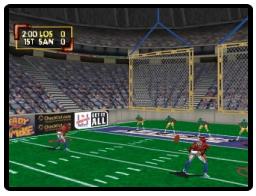
Developer	Game Design Sweden AB.
Publisher	Psygnosis
Release date	(us) December 15, 1998 (eu) July 15, 1998
Genre	Puzzle
Players	1-2 Players

Kula World, known as Roll Away in North America, is a 3D platform puzzle video game, which places the player in control of a Kula beach ball. The main objective of the game is to collect keys which unlock the level exits, as well as coins and jewels along the way. The game makes use of alternative physics, changing the direction of gravity as the ball moves.

NTSC Rarity: 5
PAL Rarity: 3

Kurt Warner's Arena Football Unleashed

5.8



Developer	Midway
Publisher	Midway
Release date	(us) May 18, 2000
Genre	Sports
Players	1-4 Players

Kurt Warner's Arena Football Unleashed differs from other american football video games due to its usage of the arena football system. A few rule changes include that there are half as many players on the field, field goals go back into play if they miss the goalposts, and there's no such thing as punting. It is to note that it would not be until 2006 before another AFL video game would be released.

NTSC Rarity: 3

4.6

NTSC Rarity: 2
PAL Rarity: 3

The Land Before Time: Big Water Adventure

Developer	Digital Illusions
Publisher	TDK Mediactive
Release date	(us) November 27, 2002 (eu) May 9, 2003
Genre	Platformer
Players	1 Player

The Land Before Time: Big Water Adventure is a single player platform game based on Disney's film The Land Before Time IX: Journey to Big Water.

The game consists of a series of short levels in which the player runs across the landscape collecting tree stars.

4.5

NTSC Rarity: 2
PAL Rarity: 3

The Land Before Time: Great Valley Racing Adventure

Developer	Vision Scape
Publisher	TDK Mediactive
Release date	(us) April 1, 2001 (eu) April 1, 2001
Genre	Racing
Players	1-2 Players

The Land Before Time: Great Valley Racing Adventure is a racing game from the Universal cartoon, The Land Before Time.

The gameplay consists in Obstacle Courses and Racetracks, Obstacle Courses is an arcade style race against the time or score and Racetracks is a race between two competitors.

4.8

NTSC Rarity: 1
PAL Rarity: 3

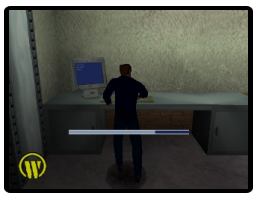
The Land Before Time: Return to Great Valley

Developer	Realtime Associates
Publisher	Sound Source
Release date	(us) September 15, 2000 (eu) October 13, 2000
Genre	Platformer
Players	1 Player

After being chased by a Sharptooth while returning a stolen egg, Littlefoot, Cera, Ducky, and Spike become lost in the Great Beyond. Players control the four prehistoric pals as they each must find the way back home in The Land Before Time: Return to the Great Valley.

Largo Winch.//Commando Sar

3.4

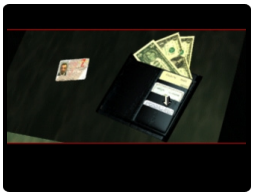


Developer	Rebellion
Publisher	UBI Soft Entertaiment
Release date	(us) January 31, 2002
	(eu) January 31, 2002
Genre	Action-adventure
Players	1 Player

This third-person, stealth action game is based on the Belgian Largo Winch comic book series by Philippe Francq and Jean Van Hamme, edited by Dupuis.

Largo Winch, playboy billionaire and international crime fighter, attends the opening of a new chemical factory in Venezuela when the complex is suddenly attacked by terrorists.

NTSC Rarity: 3
PAL Rarity: 3



The Last Report

3.0

Developer	Microids
Publisher	Microids
Release date	(eu) March 13, 1998
Genre	Adventure
Players	1 Player

The Last Report is a detective adventure, in which the player character is Daniel Singer, a reporter for Channel Z. His former girlfriend and co-worker Sarah Hopkins has been murdered and because he recently broke up with her, he are considered to be the prime suspect.

The game is a point-and-click adventure with some real-time 3D action scenes that can be skipped.

PAL Rarity: 4

Legacy of Kain: Soul Reaver

8.2

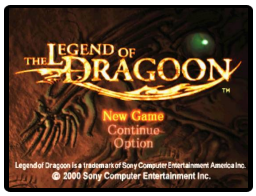
Developer	Crystal Dynamics
Publisher	Eidos Interactive
Release date	(us) June 24, 1999
	(eu) June 24, 1999
Genre	Action-adventure
Players	1 Player

As the second game in the Legacy of Kain series, Soul Reaver is the sequel to Blood Omen: Legacy of Kain. Taking place 1500 years after the events of Blood Omen, Soul Reaver chronicles the journey of the vampire-turned-wraith Raziel, lieutenant to the vampire lord Kain.

Combat in Soul Reaver is a hack and slash system.

NTSC Rarity: 1
PAL Rarity: 3

8.4



NTSC Rarity: 1
PAL Rarity: 3

The Legend of Dragoon

Developer SCEI
Publisher SCE
Release date (us) June 11, 2000
(eu) January 19, 2001
Genre Role-playing game
Players 1 Player

The Legend of Dragoon is a Japanese-style RPG, visually reminiscent of Final Fantasy VII. Battle mechanics follow the traditional turn-based prototype with a few additions.

Despite mixed critical reception, the game has amassed a very large fanbase following, including several online petitions for a remake or prequel/sequel.

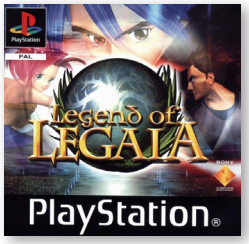
8.1

NTSC Rarity: 1
PAL Rarity: 3

Legend of Legaia

Developer Contrail
Publisher SCE
Release date (us) March 17, 1999
(eu) May 27, 2000
Genre Role-playing game
Players 1 Player

Legend of Legaia takes place in a world called Legaia, populated by humans and objects called Seru, which can join with humans to grant them fantastic powers. The game follows Vahn, the quiet main hero, Noa, an excitable feral child, and Gala, a curt warrior monk, on their quest to revive ten Genesis Trees throughout Legaia in an attempt to vanquish the evil Mist which covers the world.



8.2

NTSC Rarity: 2

Legend of Mana

Developer Square
Publisher Square Electronic Arts
Release date (us) June 7, 2000
Genre Role-playing game
Players 1-2 Players

Legend of Mana, known as Seiken Densetsu: Legend of Mana in Japan, is the fourth game in the Mana series, following 1995's Seiken Densetsu 3. Set in a high fantasy universe, the game follows an unnamed hero as they restore the land of Fa'Diel by creating the world around them and completing a large number of interrelated and independent quests.

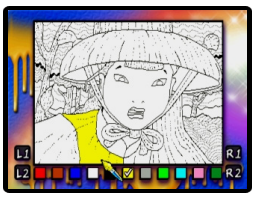
Legend Of Mulan

4.0

Developer The Code Monkeys Ltd.
Publisher Phoenix Games
Release date (eu) June 10, 2003
Genre Puzzle
Players 1 Player

Legend of Mulan is a rip-off of the Disney movie Mulan, which in turn, is based on an ancient Chinese poem, known as the Ballad of Mulan.

The game includes: a cartoon film, Jigsaw puzzles, and a colouring game.



PAL Rarity: 3

Legend of Pocahontas

3.5

Developer The Code Monkeys Ltd.
Publisher Midas Interactive
Release date (eu) April 12, 2002
Genre Puzzle
Players 1 Player

Legend of Pocahontas is a rip-off of the Disney movie Pocahontas, which in turn, is based on the story of Pocahontas, a Native American woman who married an Englishman, John Rolfe, and became a celebrity in London in the last year of her life.

The game includes: a cartoon film, Jigsaw puzzles, and a colouring game.

PAL Rarity: 3

LEGO Island 2: The Brickster's Revenge

6.6

Developer Silicon Dreams
Publisher LEGO Media International Inc.
Release date (us) March 26, 2001
(eu) March 31, 2001
Genre Action-adventure
Players 1 Player

Lego Island 2: The Brickster's Revenge is the sequel to Lego Island, and was followed by LEGO Island Xtreme Stunts. It continues the adventures of pizza-delivering skateboarder Pepper Roni, who once again needs to save the island and the entire Lego universe from the Brickster.

NTSC Rarity: 3
PAL Rarity: 3

6.4

NTSC Rarity: 3
PAL Rarity: 3

LEGO Racers

Developer High Voltage Software
Publisher LEGO Media International Inc.
Release date (us) December 22, 1999
(eu) November 19, 1999
Genre Racing
Players 1-2 Players

LEGO Racers let the player build Lego carts to race against other lego built characters in 12 special themed tracks, based on the Themed Lego kits, including Pirates & Egypt. Players can race against other players in split screen mode, or go for the Lego racing trophy.

6.2

NTSC Rarity: 3
PAL Rarity: 3

LEGO Rock Raiders

Developer Data Design
Publisher LEGO Media International Inc.
Release date (us) July 30, 2000
(eu) July 30, 2000
Genre Platformer
Players 1-2 Players

Based on the underground LEGO universe, the player must take control of a team of LEGO figures and build a way through mission based levels, ranging from saving lost crew members, finding hidden bases destroyed in the rubble and building a base to gain new vehicles. As the crew grow in confidence, they learn new abilities like piloting skills or become explosive experts.

7.9

NTSC Rarity: 4
PAL Rarity: 4

Lemmings & Oh No! More Lemmings

Developer Psygnosis
Publisher Psygnosis
Release date (us) October 10, 1998
(eu) November 30, 1998
Genre Puzzle
Players 1 Player

This port contains two complete games from the classic puzzle series. There are 209 levels to work through, all featuring the classic Lemmings formula: the player must assign roles (digger, climber, etc.) to marching Lemmings in order to prevent them from meeting terrible fates.

"mobygames.com"

Lethal Enforcers I & II

7.2

Developer	Konami
Publisher	Konami
Release date	(us) June 15, 1997
	(eu) November 15, 1997
Genre	Light-gun
Players	1-2 Players

Lethal Enforcers I & II contains the Konami coin-op shooters Lethal Enforcers & Lethal Enforcers II: Gunfighters both on one disc. The games both share a similar gameplay structure with digitized enemy targets "popping up" on screen and simply needing to be shot down. Lethal Enforcers can be played with either a standard game pad or the Konami Hyperblaster light gun.

NTSC Rarity: 5
PAL Rarity: 5

LiberoGrande

7.0

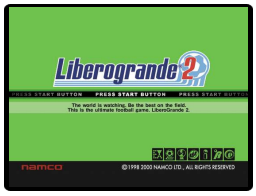
Developer	Namco
Publisher	Namco
Release date	(eu) October 31, 1998
Genre	Sports
Players	1-2 Players

A typical arcade football game in its nature, Libero Grande introduced a novelty factor: the ability to play as just one player, instead of controlling the whole team, always swapping for players nearer the ball. This idea was later used by Konami in Winning Eleven/Pro Evolution Soccer titles named Become a Legend mode, and by EA Sports in its various sports game franchises with the name Be a Pro.

PAL Rarity: 3

LiberoGrande International

7.6

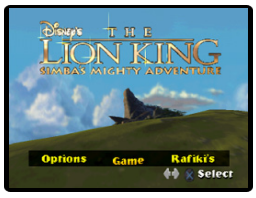


Developer	Namco
Publisher	Namco
Release date	(eu) January 14, 2001
Genre	Sports
Players	1-2 Players

Liberogrande International is the sequel to LiberoGrande. Like its predecessor, it is an unconventional soccer game where instead of a complete team, only a single player is directly controlled, with the other 10 players being controlled by the AI, although with the option to influence their choice in plays. However, unlike the original title, Liberogrande International feature a more realistic visual presentation, it's now possible to choose formation and pick any player to control.

PAL Rarity: 4

7.0



NTSC Rarity: 2
PAL Rarity: 3

The Lion King: Simba's Mighty Adventure

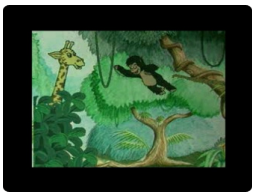
Developer	Paradox Development
Publisher	Activision
Release date	(us) December 22, 2000 (eu) March 9, 2001
Genre	Platformer
Players	1 Player

The Lion King: Simba's Mighty Adventure is based on Disney's animated film The Lion King. Unlike the previous The Lion King video game, it adhered more closely to the events in the film and the storyline carried on into The Lion King II: Simba's Pride, with Simba having to battle his evil uncle Scar, rescue his daughter Kiara, and finally battle Zira.

5.5

PAL Rarity: 3

Lion And The King



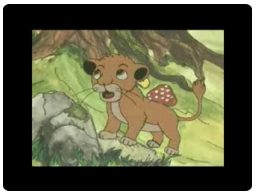
Developer	The Code Monkeys Ltd.
Publisher	Midas Interactive
Release date	(eu) April 13, 2001
Genre	Puzzle
Players	1 Player

Lion and the King is a game not based on the Disney movie The Lion King. Its a ugly copy of the movie.

The "story" revolves around Robin, the son of the great King of the lions. Robin goes in search of the treasure of the Black Panther. He is joined by Keno, in the search, where they find true friendship. Game comes with cartoon, puzzle, and a coloring book.

3.5

Lion And The King 2



Developer	The Code Monkeys Ltd.
Publisher	Phoenix Games
Release date	(eu) April 15, 2003
Genre	Puzzle
Players	1 Player

Lion and the King 2, with re-used cover image, and title screen, from the first game. The game follows the same characters and Robin, the lion king son is again the main character of the game, this time he is looking for the treasure of the Black Phanter (again?).

Game comes with cartoon, puzzle, and a coloring book.

Live Wire!

5.0

Developer	The Code Monkeys Ltd.
Publisher	SCI Games
Release date	(eu) April 10, 1999
Genre	Puzzle
Players	1-2 Players

Live Wire is an updated version of the classic early 80s game Painter, in which the player had to color in as many squares as possible by tracing their edges with a roller.

The player character is a bug-eyed fish-cum-dinosaur creature that hovers inches from the ground, dribbling a trail of paint behind it wherever it goes.

PAL Rarity: 3

LMA Manager

5.9

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) September 15, 1999
Genre	Soccer Manager
Players	1-2 Players

Unlike other console football management games at the time which were ports of existing PC titles, LMA Manager was designed exclusively for the PlayStation.

The data is based on the 1999/2000 season player and team statistics. The kits and teams are authentic, with 8,000 players and 294 clubs in 32 countries.

PAL Rarity: 2

LMA Manager 2001

6.8

Developer	Codemasters
Publisher	Codemasters
Release date	(eu) January 26, 2001
Genre	Soccer Manager
Players	1-2 Players

Two versions of the game were released, one for the English leagues as before, and another specifically covering the Scottish Premier and Football Leagues.

A slight difference from the original is the length of gameplay - this version finishing after 30 seasons in football management while the previous version finished after 50 seasons.

PAL Rarity: 3

7.6

PAL Rarity: 3

LMA Manager 2002

Developer Codemasters
Publisher Codemasters
Release date (eu) October 30, 2001
Genre Soccer Manager
Players 1-2 Players

LMA 2002 was the final version in the series to be released on PlayStation, launched in October 2001. Although chiefly just an update from the 2001 version, the game did prove to be quite a stepping stone from the LMA of old and the LMA seen today.

The PS1 version features 8,000 players in 302 clubs, whilst PS2 expands this to 17,000 players in 722 clubs across the European leagues.

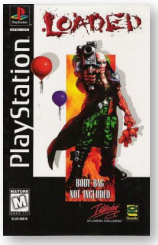
6.7

NTSC Rarity: 3
PAL Rarity: 3

Loaded

Developer Gremlin Interactive
Publisher Interplay, (eu) Gremlin Interactive
Release date (us) December, 1995
(eu) February, 1996
Genre Shooter
Players 1-2 Players

Loaded, known as Blood Factory in Japan, is a science fiction-themed top-down shoot 'em up video game. The game had origins in DC comics as well as the more adult-orientated Vertigo Comics, and there was a small graphic novel based on the game. The six playable characters of the game are a combination of villains, anti-heroes, psychopaths, perverts, mutants, and flamboyant murderers.



5.6

NTSC Rarity: 5

Lode Runner

Developer Banpresto
Publisher Natsume
Release date (us) March 10, 1998
Genre Puzzle
Players 1-2 Players

Lode Runner is two games on one disc. First, there is Lode Runner: The Legend Returns, a graphically enhanced remake of the computer classic. Secondly, there is Lode Runner Extra, a sequel of sorts that continues where the former game left off.

The player guide Jake around the underworld, grabbing all the gold and progress to the next level, a subterranean cult of gold worshippers will follow Jake around and make his task difficult.

London Racer

1.5

PAL Rarity: 3

Developer	Davilex
Publisher	Davilex
Release date	(eu) September 29, 2000
Genre	Racing
Players	1 Player

London Racer is a arcade racing game, set in and around London in a variety of cars. The player can compete in three leagues; small cars, luxury sports cars and GT racers on the way to winning the title and the ultimate car.

London Racer II

4.0

PAL Rarity: 3

Developer	Kiss
Publisher	Davilex
Release date	(eu) June 14, 2002
Genre	Racing
Players	1-2 Players

London Racer II is another iteration in the prolific Racer series by Davilex. The races take place primarily in the streets of London and Edinburgh, with additional tracks in Las Vegas, New York and Chicago.

There are three single player modes available: Single Race, Tournament and Time Trial. The game can be played from either first or third person perspective.

Lone Soldier

4.0

PAL Rarity: 3

Developer	Tempest Software
Publisher	Telstar
Release date	(eu) October 4, 1996
Genre	Shooter
Players	1 Player

The player character is a soldier, who must enter the enemy zone and retrieve a super missile stolen by aliens.

The game is played through three different Worlds, each comprising of several levels. There is also an endgame when the three main worlds have been completed, which must be successfully achieved in order to finish the game.

Looney Tunes Racing

7.0

NTSC Rarity: 3
PAL Rarity: 4

Developer	Circus Freak
Publisher	Infogrames
Release date	(us) November 13, 2000 (eu) March 16, 2001
Genre	Racing
Players	1-2 Players

Looney Tunes Racing is a kart racing game, with the controls that are standard for the genre; accelerate, brake, handbrake, fire weapon, and steer. The available weapons are slightly unusual for the genre—instead of random pickups as in most games, racers collect tokens which are used to charge various weapons. Six levels are available, and only the topmost level may be activated.

Looney Tunes: Sheep Raider

7.7

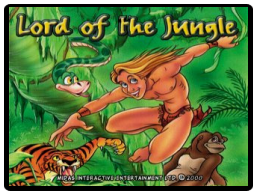
NTSC Rarity: 2

Developer	Infogrames Lyon
Publisher	Infogrames
Release date	(us) September 28, 2001 (eu) September 7, 2001
Genre	Action
Players	1 Player

Sheep, Dog, 'n' Wolf, known as Sheep Raider in North America, is a puzzle-platformer stealth game. The game is based on the popular Warner Bros. series of cartoons featuring Sam Sheepdog and Ralph Wolf. Controlling Ralph, the player must steal sheep from under Sam's nose while navigating through a series of levels including two secret levels and a Bonus level.

Lord Of The Jungle

2.5

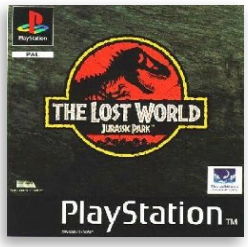


PAL Rarity: 3

Developer	The Code Monkeys Ltd.
Publisher	Midas Interactive
Release date	(eu) June 5, 2001
Genre	Puzzle
Players	1 Player

Lord of the Jungle is a rip-off of the Disney Tarzan movie, which in turn, is based on an original classic story.

The story revolves around Lord, who was a tiny baby when he was taken into the care of the apes. Now after 18 years in the jungle, Lord finally comes face to face with other people. The game features a cartoon, a virtual colouring book and a puzzle game.



The Lost World: Jurassic Park

5.9

Developer	DreamWorks Interactive
Publisher	Electronic Arts
Release date	(us) August 31, 1997 (eu) December 4, 1997
Genre	Platformer
Players	1 Player

The Lost World: Jurassic Park is an action-adventure game, and based on the film of the same name, which in turn is based on the novel by Michael Crichton.

The game features a side-scroller perspective. There are five characters in all throughout the course of the game, each with their own special abilities and attributes.

NTSC Rarity: 2
PAL Rarity: 3

Louvre: The Final Curse

4.6

Developer	Visual Impact
Publisher	Wanadoo
Release date	(eu) November 16, 2001
Genre	Adventure
Players	1 Player

Louvre: The Final Curse, also known as The Messenger, revolves around Morgan Sinclair, a Secret Service agent. The Dark Templars are attempting to secure 4 artifacts, collectively known as "Satan's Keys", to bring upon Armageddon. Morgan must stop them by travelling back in time to locate the artifacts before they fall into the wrong hands.

The gameplay is similar to the MYST series.

PAL Rarity: 3

Lucky Luke

6.3

Developer	Ocean Software
Publisher	Infogrames
Release date	(us) November 3, 1998 (eu) November 3, 1998
Genre	Platformer
Players	1 Player

Lucky Luke is based on the well known comics series with the same name.

Lucky Luke are on a quest to stop the Dalton gang from making another crime. Walking around town the player have to solve puzzles, shoot criminals and collect money.

NTSC Rarity: 5
PAL Rarity: 3

7.0

PAL Rarity: 3

Lucky Luke: Western Fever

Developer	Kalisto Entertaiment
Publisher	Infogrames
Release date	(eu) November 2. 2001
Genre	Shooter
Players	1 Player

Lucky Luke Western Fever is a adventure shooter starring the famous comic character, Lucky Luke.

The player, as Lucky Luke, have to walk around the fixed tracks on Mexican territory and sometimes shoot the bandits, moving the aim of the gun from one fixed position to another, while also avoid their shooting and reload bullets in the gun.

8.5

NTSC Rarity: 3

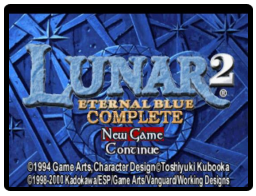
Lunar: Silver Star Story Complete

Developer	Game Arts
Publisher	Working Designs
Release date	(us) May 28, 1999
Genre	Role-playing game
Players	1 Player

Lunar: Silver Star Story Complete is a remake of 1992's Lunar: The Silver Star. While the overall plot remains true to the original, accommodations are made to the game's story to allow for a larger, richer cast, as well as additional scenarios.

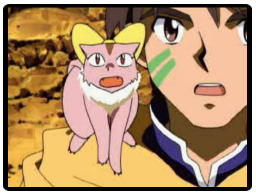
Since its English release, Silver Star Story has garnered much attention from critics for its use of fluid full-motion animated sequences, lavish game packaging, and quality of the English script.

8.6



NTSC Rarity: 2

Lunar 2: Eternal Blue Complete



Developer	Game Arts
Publisher	Working Designs
Release date	(us) December 15, 2000
Genre	Role-playing game
Players	1 Player

Lunar 2: Eternal Blue Complete is a retitled version of Lunar: Eternal Blue, a Japanese role-playing game, originally released for the Sega Saturn in 1998.

The story takes place approximately one thousand years after the events of Lunar: Silver Star Story Complete. Once again, Lunar (an inhabited moon that circles a planet called The Blue Star) is endangered.

Legend

6.9

Developer	Toka
Publisher	Funsoft
Release date	(eu) December 15, 1998
Genre	Beat'em up
Players	1-2 Players

Legend is the sequel to it's namesake for the SNES. Despite the conversion to 3D, the game still keeps all the action in a two dimensional plane.

The player can choose to play one of three characters: Axel, an all-round character, Tara, fast and good with light weapons, and Karo, slow but strong and good with heavy weapons.

"mobygames.com"

PAL Rarity: 3

Les Visiteurs: La Relique de Sainte Rolande

3.3

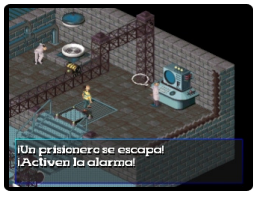
Developer	Silmarils
Publisher	UBI Soft
Release date	(eu) April 26, 2001
Genre	Action-adventure
Players	1 Player

The scenario is not from one of the two films even if it inspires widely. Each other Godefroy and Jacquouille must restore order in all this mess. Godefroy attends the 12th century, he wanders through the maze of a castle horrible and should eliminate the few monsters that stand in his way while solving small puzzles. Jacquouille is for his part in a commercial center of the 20th century.

PAL Rarity: 3

Little Big Adventure

7.8



Developer	Adeline Software
Publisher	Electronic Arts
Release date	(eu) March 15, 1997
Genre	Action-adventure
Players	1 Player

Little Big Adventure is an action-adventure released in North America, Asia and Oceania under the name Relentless: Twinsen's Adventure by Activision. The game is a real-time pseudo-3D isometric action-adventure game. All characters and vehicles in the game, including some props in the world, are real 3D polygon-based objects, performing actions within 2D pre-rendered environments.

PAL Rarity: 2

5.3

M&M's Shell Shocked

NTSC Rarity: 2
PAL Rarity: 3

Developer	Boston Animation
Publisher	Simon & Schuster Interactive, (eu) JoWood Product.
Release date	(us) September 30, 2001 (eu) July 20, 2003
Genre	Driving, Platformer
Players	1 Player

M&M's: Shell Shocked is a 3D platformer game where players control Yellow M&M's in an effort to escape from their miniature counterparts (M&M minis), however red and green M&M's also make an appearance.

The game is very similar to M&M's: The Lost Formulas except there is not a Math Zone and the name was changed.

6.3

Machine Head

NTSC Rarity: 3
PAL Rarity: 4

Developer	Core Design Ltd.
Publisher	Eidos Interactive
Release date	(us) November 30, 1996 (eu) October, 1996
Genre	First-person shooter
Players	1 Player

Machine Head, known as Blam! Machinehead in Europe, is basically a 3D shooter where the player controls Kimberly Stride, a scientist. She has to save the world from bad DNA that is slowly "eating" everything away.

Kimberly rides a hovercraft, a safe vehicle to be in while travelling through the infested world.

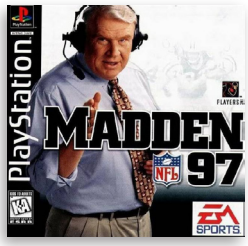
6.7

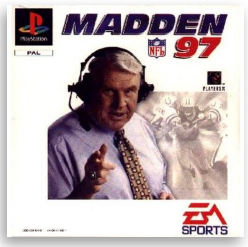
Machine Hunter

NTSC Rarity: 5
PAL Rarity: 3

Developer	Eurocom
Publisher	MGM Interactive
Release date	(us) August 31, 1997 (eu) July 15, 1997
Genre	Shooter
Players	1-2 Players

Machine Hunter is a top-down shooter, where the object of the game is for the player to shoot down robots and take control of them. Once the player has taken control of the robot, he has the robot's weapons and upgrades. The player must rescue all the civilians in order to proceed to the next stage.





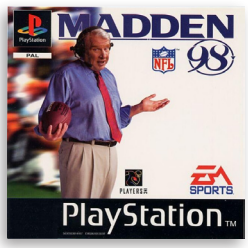
Madden NFL 97

6.7

Developer EA Tiburon
Publisher EA Sports
Release date (us) August 31, 1996
(eu) October 15, 1996
Genre Sports
Players 1-8 Players

Madden NFL 97 is the first Madden NFL football game to be created in the 32-bit gaming era, and the first edition of Madden to implement the use of a salary cap when customizing team rosters. It also featured the new Baltimore Ravens, the expansion franchise that absorbed the roster of the Cleveland Browns for the 1996 season.

NTSC Rarity: 1
PAL Rarity: 3



Madden NFL 98

5.8

Developer EA Tiburon
Publisher EA Sports
Release date (us) July 31, 1997
(eu) September 15, 1997
Genre Sports
Players 1-8 Players

Madden NFL 98 was the last version of the series to be released for the SNES, Sega's Genesis, and Saturn platforms as well as the last Madden game to utilize the 2D sprite based in-game models for the players/referee, on 3D playing fields.

Game modes include; Exhibition, Season, General Manager, Remote Play, and Madden 101.

NTSC Rarity: 1
PAL Rarity: 2

Madden NFL 99

5.9

Developer EA Tiburon
Publisher EA Sports
Release date (us) July 31, 1998
(eu) September 15, 1998
Genre Sports
Players 1-8 Players

Madden NFL 99 features John Madden on most covers, but the PAL version featured Garrison Hearst on the cover. The PlayStation version was rendered in polygon 3D graphics for the first time for the series.

The game's commentary is done by Madden and Pat Summerall.

NTSC Rarity: 1
PAL Rarity: 2

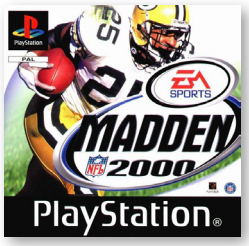
6.6

NTSC Rarity: 1
PAL Rarity: 3

Madden NFL 2000

Developer EA Tiburon
Publisher EA Sports
Release date (us) July 31, 1999
(eu) September 15, 1999
Genre Sports
Players 1-8 Players

Franchise mode had improved somewhat and multiple owners can now participate in the same season. Unlike the previous version, Madden NFL 2000 allows the user to choose if he wants the system to make his off-season decisions, such as re-sign/release players, draft future stars, etc. For the second straight year, created players can not be added to their respective teams, as well as to the list of free agents.



6.9

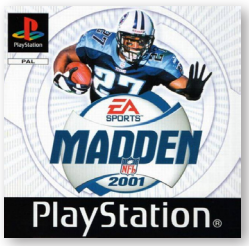
NTSC Rarity: 1
PAL Rarity: 3

Madden NFL 2001

Developer EA Tiburon
Publisher EA Sports
Release date (us) August 22, 2000
(eu) October 6, 2000
Genre Sports
Players 1-8 Players

Madden NFL 2001 is the first game in the Madden NFL series to appear on the PlayStation 2 console, and the first Madden game to feature NFL Europe teams.

Madden NFL 2001 comes with over 60 teams and over 40 stadiums. Most of the teams and stadiums are fictional like the Mummies and the Marshalls.



6.6

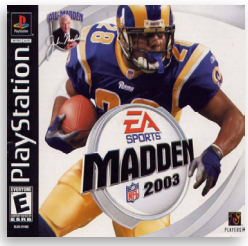
NTSC Rarity: 1

Madden NFL 2002

Developer Tiburon Entertaiment
Publisher EA Sports
Release date (us) August 15, 2001
Genre Sports
Players 1-8 Players

Madden NFL 2002 features play now, season, franchise, tournament, create-a-player and create-a-team modes. It also has the Madden Card feature. This is the first Madden to feature the Houston Texans in the team select.

The game was a GameCube and Xbox Launch title as well as one of the last titles released on the Nintendo 64, as well as the Game Boy Color.



Madden NFL 2003

6.3

Developer EA Tiburon
Publisher EA Sports
Release date (us) August 13, 2002
Genre Sports
Players 1-8 Players

Madden NFL 2003 features then-reigning 3 time NFL Offensive Player of the Year, and former St. Louis Rams running back Marshall Faulk on the cover. This edition of Madden was the first to feature EA Trax and Mini Camp mode. This was also the first game John Madden and Al Michaels appeared as commentators taking over for Pat Summerall.

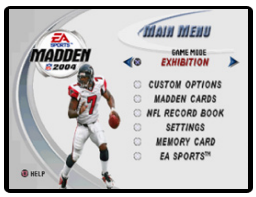
NTSC Rarity: 1

Madden NFL 2004

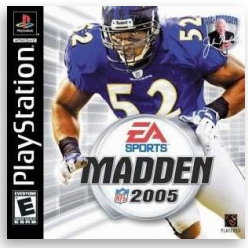
5.4

Developer Budcat Creations
Publisher EA Sports
Release date (us) August 12, 2003
Genre Sports
Players 1-8 Players

New features in Madden 2004 include a new owner mode option that allows the player to control a franchise. In this mode, the player takes on all the responsibilities related to owning a professional football team, from regulating hot dog prices, to team relocation, to hiring and firing coaching staff. Another new feature is the ability to edit a historic team. Also, a new training camp mode, occurring before the preseason, that can help player progress faster by putting him through mini-camp drills.



NTSC Rarity: 1



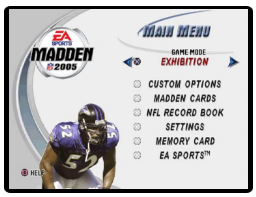
Madden NFL 2005

6.2

Developer EA Tiburon
Publisher EA Sports
Release date (us) September 14, 2004
Genre Sports
Players 1-8 Players

Madden NFL 2005 features former Baltimore Ravens star linebacker Ray Lewis on the cover. Al Michaels and John Madden return as game commentators.

The game is the first Madden game to feature Xbox Live. It was the last Madden game to play on the PlayStation, and the first Madden game to play on the Nintendo DS as a launch title.



NTSC Rarity: 1

5.7

NTSC Rarity: 7
PAL Rarity: 4

Magic Carpet

Developer	Krisalis Software
Publisher	Electronic Arts
Release date	(us) March 15, 1996 (eu) March 15, 1996
Genre	First-person shooter
Players	1 Player

Magic Carpet is a port of the PC game, where the player plays a wizard on a magic carpet, flying over water, mountains, and other terrain while destroying monsters and rival wizards and collecting "mana" which is gathered by hot air balloons and stored in the player's own castle.

4.7

NTSC Rarity: 5
PAL Rarity: 3

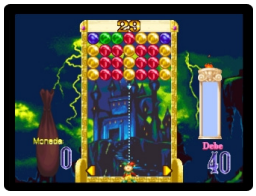
Magic: The Gathering - BattleMage

Developer	Realtime Associates
Publisher	Acclaim
Release date	(us) September 15, 1997 (eu) October 31, 1997
Genre	Strategy
Players	1-2 Players

The game is part of the Magic: The Gathering series, where the player is a battle mage trying to challenge the authority of the new ultimate planeswalker of the lands.

This combined strategy based interface with a real-time action battle simulation, is an attempt to "put to life" the creatures of the cards in real-time battle.

8.0

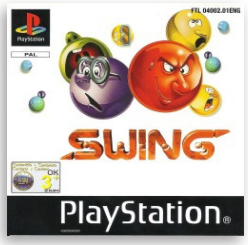


PAL Rarity: 4

Magical Drop III

Developer	Swing!
Publisher	Data East, (dk) Swing!
Release date	(eu) July 23, 2000
Genre	Puzzle
Players	1-2 Players

The third installment in the puzzle frenzy series Magical Drop. In the game the player control a clown who throws marbles up on the screen into the cluster of multi-colored marbles, rocks and crystals. The goal is to get three or more of the same color to remove marbles, but it`s also possible to grab more than one at the time to create long chain combos and gain better "special" blocks at the top of the screen.



Marble Master

3.5

Developer	Software 2000
Publisher	Conspiracy Entertainment
Release date	(us) July 10, 2002 (eu) July 10, 2002
Genre	Puzzle
Players	1-2 Players

Marble Master, known as Swing in Europe, is a puzzle game, developed in Germany by the now defunct Software 2000. The object of the game is to score points by dropping balls onto sets of see-saws, in rows of three or more of the same colour. The twist, however, is that each ball has a different weight, determined by the number written on the front of it. The higher the number, the heavier the ball.

NTSC Rarity: 1

Martian Gothic: Unification

6.6

Developer	Coyote Developments
Publisher	Take-Two Interactive
Release date	(us) November 4, 2001 (eu) October 5, 2001
Genre	Survival horror
Players	1 Player

Martian Gothic: Unification is a survival horror game released as a "budget title" near the end of the system's lifespan.

In terms of player control, Martian Gothic is very similar to the early Resident Evil game titles: the Vac Tubes function the same way as Item Boxes, and the tank-control of the characters and the camera angles are almost identical.

NTSC Rarity: 1
PAL Rarity: 3

Marvel Super Heroes

7.4

Developer	Capcom
Publisher	Capcom
Release date	(us) September 25, 1997 (eu) December, 1997
Genre	Fighting
Players	1-2 Players

Marvel Super Heroes is a fighting game originally released in the arcade in 1995 on the CPS-2 arcade system. Marvel Super Heroes is loosely based on The Infinity Gauntlet storyline of the Marvel Universe.

In 2013, Marvel Super Heroes ranked as the 16th best Marvel video game by Geek Magazine for its "chaotic, yet insanely fun, gameplay."

NTSC Rarity: 3
PAL Rarity: 4

7.7

NTSC Rarity: 4
PAL Rarity: 3

Marvel Super Heroes vs. Street Fighter

Developer Capcom
Publisher Capcom, (eu) Virgin Interactive
Release date (us) February 23, 1999
(eu) May, 1999
Genre Fighting
Players 1-2 Players

Marvel Super Heroes vs. Street Fighter is the fourth Marvel Comics-licensed fighting game produced by Capcom, and the sequel to X-Men vs. Street Fighter which replaces most of the X-Men characters with characters from Marvel Super Heroes. In an attempt to balance the previous games' problems, the game engine was altered, although it remained aesthetically the same.

3.6

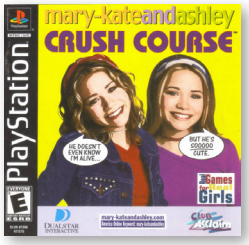
NTSC Rarity: 4
PAL Rarity: 3

Mary-Kate and Ashley: Crush Course

Developer n-Space
Publisher Acclaim, (eu) Club Acclaim
Release date (us) October 31, 2001
(eu) October 31. 2001
Genre Mini games
Players 1-2 Players

Mary-Kate and Ashley compete in a series of school-related activities to reveal their secret admirers in the aptly titled Crush Course for the PlayStation. As either Mary-Kate or Ashley Olsen, players decide on one of four outfits to wear before venturing off to school. The "courses," or activities, are spread across three halls, two of which are locked until the first is completed.

"kimsufi.com"



7.1

NTSC Rarity: 4
PAL Rarity: 2

Mary-Kate and Ashley: Magical Mystery Mall

Developer n-Space
Publisher Acclaim
Release date (us) September 15 2000
(eu) November 27, 2001
Genre Mini games
Players 1 Player

This game was Mary-Kate and Ashley's first PlayStation game.

In 2004, the Olsens filed a suit against Acclaim Entertainment over claims that the company had not paid them a settlement of about $178,000, which was from an earlier case concerning royalties that had not been paid towards the Olsens.

Mary-Kate and Ashley: Winner's Circle

4.8

Developer	Tantalus Software
Publisher	Acclaim
Release date	(us) March 1, 2001
	(eu) March 1, 2001
Genre	Sports
Players	1-2 Players

In this game, players can ride as 3D-rendered incarnations of Mary-Kate or Ashley, or as their own custom-designed character.

Players can create up to 20 of their own custom horses to ride as well. Riders enter competitions to demonstrate their skills in dressage, show jumping, and cross-country riding. The game also features a more free-roaming adventure mode in which riders can explore the countryside, solving puzzles and earning ribbons.

NTSC Rarity: 4
PAL Rarity: 3

Mass Destruction

6.7

Developer	NMS Software
Publisher	ASC Games, (eu) BMG Interactive
Release date	(us) September 30, 1997
	(eu) November, 1997
Genre	Action
Players	1 Player

Mass Destruction puts players behind the controls of a one-man tank. The environments range from arctic to desert to urban. Enemies come in tanks, planes, helicopters, and on foot. Each of the different weapons available to the player works best on a specific enemy. The player can use guided missiles for the helicopters and run over infantry men with the tank.

NTSC Rarity: 3
PAL Rarity: 3

Master of Monsters: Disciples of Gaia

6.0

Developer	SystemSoft
Publisher	ASCII Entertainment
Release date	(us) October 13, 1998
	(eu) October 13, 1998
Genre	Tactical Role-playing game
Players	1-4 Players

Masters of Monsters is an anime, turn bases strategy / combat game. Players have the option of Story Mode, Single Map Mode, or VS Mode. The goal is to capture and control towers and to summon/build up/replace monsters as the playere combat an opponent on a hex grid/turn based map.

"mobygames.com"

NTSC Rarity: 3
PAL Rarity: 4

Mat Hoffman's Pro BMX

6.7

NTSC Rarity: 1
PAL Rarity: 2

Developer Runecraft
Publisher Activision
Release date (us) May 14, 2001
(eu) May 25, 2001
Genre Sports
Players 1-2 Players

The goal of Mat Hoffman's Pro BMX is to successfully perform and combine different tricks on a BMX bike, with successful executions adding to the player's score. The player can play as one of eight different professional BMX riders, including Mat Hoffman, Rick Thorne, or Mike Escamilla. The game also uses a tweaked version of the game engine used in a similar video game, Tony Hawk's Pro Skater.

Max Surfing 2000

6.6

NTSC Rarity: 3

Developer Sunsoft
Publisher UBI Soft Entertaiment
Release date (us) August 1, 2000
(eu) September 29, 2000
Genre Sports
Players 1 Player

Surf Riders, known as Max Surfing 2000 in Japan, is a surfing game. Points are awarded in various areas including how long the player ride the wave, the height and number of turns made in an aerial, how high the spray kicks up and how long one remain in the pipeline.

Maximum Force

5.9

NTSC Rarity: 5
PAL Rarity: 4

Developer Tantalus Interactive
Publisher Midway
Release date (us) September 30, 1997
(eu) November, 1997
Genre Light-gun
Players 1-2 Players

Maximum Force is a light gun shooter game, originally released as an arcade game. Like its predecessor Area 51, Maximum Force is notable for its use of digitized video, and the bizarrely contrasting unrealistic gibs into which every enemy blows apart when shot, in exactly the same way.

MDK

7.2

Developer	Neversoft
Publisher	Playmates Interactive Entertainment, (eu) Interplay
Release date	(us) November 30, 1998 (eu) November 21, 1997
Genre	Shooter
Players	1 Player

MDK is a 1997 third-person shooter. It was one of the first PC games to require a Pentium or equivalent processor, and did not initially have a GPU requirement.

The game combined action with a sense of humour, and featured a "sniper mode" that allowed the player to zoom in on enemy targets.

NTSC Rarity: 2
PAL Rarity: 3

MechWarrior 2

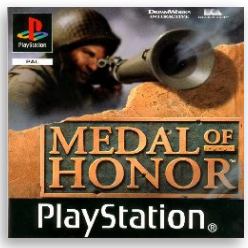
6.7

Developer	Quantum Factory
Publisher	Activision
Release date	(us) February 28, 1997 (eu) March 1997
Genre	First-person shooter
Players	1 Player

MechWarrior 2: 31st Century Combat is a vehicle simulation game released as part of the MechWarrior series of video games in the BattleTech franchise, and originally developed for DOS.

MechWarrior 2 is played as a tactical simulation, incorporating aspects of both real-time first-person combat and the physical simulation of the player's mech.

NTSC Rarity: 4
PAL Rarity: 3



Medal of Honor

7.9

Developer	DreamWorks Interactive
Publisher	Electronic Arts
Release date	(us) October 31, 1999 (eu) November 10, 1999
Genre	First-person shooter
Players	1-2 Players

Medal of Honor is the first installment in the Medal of Honor video game series. The story was created by director/producer Steven Spielberg.

The game takes place near the end of World War II. The goal of the game is to complete objectives, such as destroying enemy positions, and kill enemy German forces in the process.

NTSC Rarity: 1
PAL Rarity: 3

7.9

NTSC Rarity: 1
PAL Rarity: 3

Medal of Honor: Underground

Developer DreamWorks Interactive
Publisher Electronic Arts
Release date (us) October 23, 2000
(eu) December 1, 2000
Genre First-person shooter
Players 1-2 Players

Medal of Honor: Underground is the prequel to the World War II hit Medal of Honor. In Underground, the player takes the role of Manon Batiste (based on Hélène Deschamps Adams), a French woman who appeared in the first game as an advisor. The plot of the game begins before the original Medal of Honor, when Manon fights for the French Resistance before America entered the war.

7.9

NTSC Rarity: 2
PAL Rarity: 3

MediEvil

Developer SCE
Publisher SCE
Release date (us) October 1, 1998
(eu) October, 1998
Genre Hack and slash
Players 1 Player

MediEvil is a Gothic horror-comedy action-adventure game. Players control Sir Daniel Fortesque, a skeletal knight brought back to life by the dark magic of an evil scorcerer named Zarok. The game takes place across a variety of levels, many of which require certain objectives to be performed in order to progress.

The original soundtrack of the game was composed by Paul Arnold and Andrew Barnabas.

7.7

NTSC Rarity: 3
PAL Rarity: 2

MediEvil 2

Developer SCE
Publisher SCE
Release date (us) April 30, 2000
(eu) September 9, 2000
Genre Hack and slash
Players 1 Player

MediEvil 2 is the sequel to the 1998 game, MediEvil, taking place 500 years after the game's events.

MediEvil 2 sees players once again in control of the undead hero of Gallowmere, Sir Daniel Fortesque, who must stop the evil Lord Palethorn from using Zarok's magic to take over London.

Mega Man 8

Developer	Capcom
Publisher	Capcom
Release date	(us) January, 1997
	(eu) October, 1997
Genre	Platformer
Players	1 Player

Mega Man 8 is the first game in the series made available on 32-bit consoles.

A noteworthy addition to gameplay in Mega Man 8 is the ability to display and use multiple weapons onscreen simultaneously. This change introduces a unique way of using weapons strategically.

7.4

NTSC Rarity: 1
PAL Rarity: 4

Mega Man Legends

Developer	Capcom
Publisher	Capcom
Release date	(us) August 31, 1998
	(eu) December 4, 1998
Genre	Action role-playing game
Players	1 Player

Mega Man Legends is the first game in the Mega Man Legends sub-series of Mega Man games from Capcom, and the first major 3D polygonal Mega Man title released in the franchise.

It was also released as a Nintendo 64 port in 2000, renamed Mega Man 64.

8.2

NTSC Rarity: 2
PAL Rarity: 3

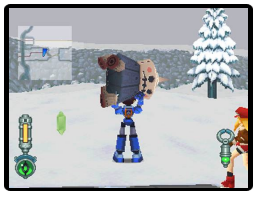
Mega Man Legends 2

Developer	Capcom
Publisher	Capcom
Release date	(us) October 24, 2000
	(eu) August 3, 2001
Genre	Action role-playing game
Players	1 Player

Mega Man Legends 2 features Mega Man Volnutt's quest to find four keys hidden in the planet in order to aid in the search of the Mother Lode, a legendary treasure thought to be an infinite energy source.

The gameplay in Mega Man Legends 2 is very similar to that of its predecessor and has a few changes.

8.4



NTSC Rarity: 3
PAL Rarity: 4

7.8

PAL Rarity: 4

Mega Man X3

Developer Capcom
Publisher Virgin Interactive
Release date (eu) March, 1997
Genre Platformer
Players 1 Player

Mega Man X3 is the third game in the Mega Man X series and the last to appear on the SNES. The game follows in the tradition of both the original Mega Man series and the Mega Man X series as a standard action-platform game. The player traverses a series of eight stages in any order while gaining various power-ups and taking the special weapon of each stage's end boss.

Press reception for Mega Man X3 has been above average.

8.3

NTSC Rarity: 2
PAL Rarity: 3

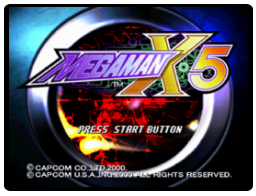
Mega Man X4

Developer Capcom
Publisher Capcom, (eu) Virgin Interactive
Release date (us) September 25, 1997
(eu) October 13, 1997
Genre Platformer
Players 1 Player

At the beginning of Mega Man X4, the player chooses to play through the game either as X or Zero. The two characters cannot be switched during a playthrough. Though both of them go through the same stages, they operate differently and are challenged differently from the terrain.

Reviews for the PlayStation versions of Mega Man X4 have been generally positive.

7.7



NTSC Rarity: 3
PAL Rarity: 3

Mega Man X5

Developer Capcom
Publisher Capcom
Release date (us) January 31, 2001
(eu) August 3, 2001
Genre Platformer
Players 1 Player

Mega Man X5 was originally meant to be the last game of the Mega Man X series. As stated by producer Keiji Inafune, "I had very little to do with X5. I just told the team to 'finish off the series with this title,' and left it at that. That's why the game itself has a real feel of finality to it." However, Capcom decided to publish Mega Man X6 the following year.

Mega Man X6

7.1

Developer	Capcom
Publisher	Capcom
Release date	(us) December 4, 2001 (eu) February 8, 2002
Genre	Platformer
Players	1 Player

The plot of Mega Man X6 follows shortly after the events of Mega Man X5 in which planet Earth was devastated by an attack by the "Maverick" leader Sigma and the protagonist Zero sacrificed his own life to save it.

Series producer Keiji Inafune was not involved in the development of Mega Man X6.

NTSC Rarity: 3
PAL Rarity: 3

Men in Black: The Game

5.2

Developer	Gigawatt Studios
Publisher	Gremlin Interactive
Release date	(eu) October 31, 1997
Genre	Action
Players	1 Player

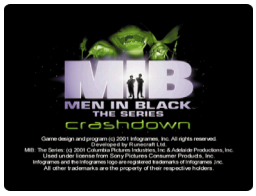
Men in Black: The Game is an official licensed game based on the 1997 science fiction comedy action film of the same name starring Tommy Lee Jones and Will Smith. Aside from the characters and weapons, the game has very little to do with its source material.

The game in a nutshell is very similar to Resident Evil with its fixed camera angles, pre-rendered backgrounds, tank-like movements, spooky atmosphere and puzzle elements.

PAL Rarity: 3

Men In Black - The Series: Crashdown

5.8



Developer	Runecraft
Publisher	Infogrames
Release date	(us) November 1, 2001 (eu) November 2, 2001
Genre	First-person shooter
Players	1 Player

Men in Black: Crashdown is a first-person shooter based on the Men in Black animated series and aimed at younger players. Players guide Agent Jay or Kay through 26 missions to rid Manhattan of the scum of the universe. Most of the focus is on blasting the fifteen alien enemies, but there are also minor puzzle-solving elements.

NTSC Rarity: 3
PAL Rarity: 2

9.1

NTSC Rarity: 1
PAL Rarity: 2

Metal Gear Solid

Developer	Konami
Publisher	Konami
Release date	(us) October 21, 1998 (eu) February 26, 1999
Genre	Action-adventure, Stealth
Players	1 Player

Metal Gear Solid is an action-adventure stealth game directed, produced and co-written by Hideo Kojima and serves as a sequel to the MSX2 versions of Metal Gear and Metal Gear 2: Solid Snake, which Kojima also directed.

The game was a commercial success, shipping over six million copies worldwide.

7.8

NTSC Rarity: 1
PAL Rarity: 4

Metal Gear Solid: VR Missions

Developer	Konami
Publisher	Konami
Release date	(us) September 23, 1999 (eu) October 29, 1999
Genre	Action, Stealth
Players	1 Player

Metal Gear Solid: VR Missions features 300 VR training missions testing the player's sneaking and fighting skills, as well as less conventional tests, such as murder mysteries, and three missions where the player controls the Cyborg Ninja.

Unlike the American version, the PAL release requires a copy of the original Metal Gear Solid in order to be played.

7.8

NTSC Rarity: 3
PAL Rarity: 3

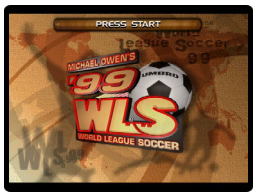
Metal Slug X

Developer	ProSoft
Publisher	Agetec, (eu) Virgin Interactive
Release date	(us) April 14, 2001 (eu) August 1, 2003
Genre	Run and gun
Players	1-2 Players

An upgraded version of Metal Slug 2, titled Metal Slug X, was originally released in 1999 for the Neo Geo MVS. The PlayStation port released in North America and PAL regions features the "Combat School" mode, where the player can play new versions of previously-played missions with new objectives.

Michael Owen's WLS 99

6.1



Developer	Silicon Dreams
Publisher	Eidos Interactive
Release date	(eu) November 15, 1998
Genre	Sports
Players	1-4 Players

The game incorporates the leading international teams along with some 200 domestic teams from Europe, Japan, and USA. Each player's abilities are rated out of 10 in several key areas. Statistics including shots, fouls, and possession are recorded. Set pieces are controlled by moving a line to direct the ball. While trying to play a pass, the player can switch control to the footballer hoping to receive the ball.

PAL Rarity: 2

Michael Schumacher Racing World Kart 2002

6.2

Developer	Radon Labs
Publisher	JoWooD Entertainment
Release date	(eu) September 18, 2002
Genre	Racing
Players	1-2 Players

Michael Schumacher's World Kart 2002 is a kart racing game where the player race through the beginnings of Michael Schumacher's career as a kart driver.

Some features are real outdoor and indoor tracks, Ghost Kart and three Kart classes (FUN, ICA, FSA). The game also includes a tutorial for first steps.

PAL Rarity: 3

Michelin Rally Masters: Race of Champions

4.5

Developer	Digital Illusions
Publisher	Infogrames
Release date	(us) September 15, 2000 (eu) October 13, 2000
Genre	Racing
Players	1-2 Players

Officially sanctioned by the world's international motorsport governing body, the F.I.A., the Michelin Race of Champions pits the drivers "one against one" round a 2.6 km gravel/tarmac figure-of-eight parallel circuit.

The game also features 20 different rally cars.

NTSC Rarity: 4

6.8

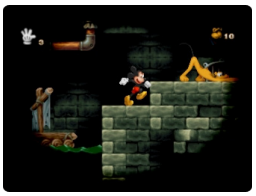
PAL Rarity: 3

Mickey's Wild Adventure

Developer Traveller's Tales
Publisher SCE, Disney Interactive
Release date (eu) March 1, 1996
Genre Platformer
Players 1 Player

Micke`s Wild Adventure is a port of Mickey Mania: The Timeless Adventures of Mickey Mouse, originally released in 1994 for for Sega Genesis, Mega CD, and SNES.

In the game, the player controls Mickey Mouse, who must navigate through various side-scrolling levels, each designed and based from classical Mickey Mouse cartoons from 1928 to 1990. This is also known as the first game that video game designer David Jaffe worked on.



7.4

NTSC Rarity: 5
PAL Rarity: 2

Micro Machines V3

Developer Codemasters
Publisher Midway
Release date (us) 30 November, 1997
(eu) March, 1997
Genre Racing
Players 1-8 Players

Micro Machines V3 featured 3D-graphics and 8-player multiplayer matches. It featured circuits in different areas of the household and had multiple weapons; it also included the controller share multiplayer option.

An N64 port of Micro Machines V3 was released in 1999 entitled Micro Machines 64 Turbo, with an official micro machines vehicle packaged with each copy.

7.4

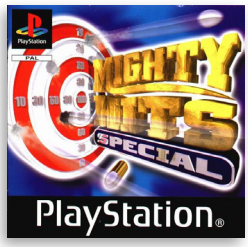
PAL Rarity: 4

Midnight Run

Developer Konami
Publisher Konami
Release date (eu) January 23, 1998
Genre Racing
Players 1 Player

Midnight Run , also known as Midnight Run: Road Fighter 2, the sequel to the NES game, Road Fighter, was originally released in arcades in 1995. Although different from the 2-D Road Fighter, the scenery is similar to other racing games set in Japan such as Initial D Arcade Stage and Wangan Midnight, except the cars are not licensed. The player also has a unique selection of normal cars and tuned cars.

Mighty Hits Special



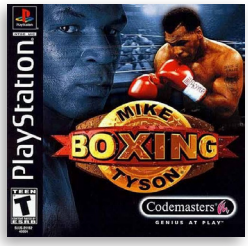
8.0

PAL Rarity: 4

Developer Altron
Publisher JVC
Release date (eu) September 15, 1999
Genre Light-gun
Players 1-2 Players

Mighty Hits Special is a gun game that features a 2 player mode, light gun support, 4 different difficult modes and 30 different games to play. The game features cartoon graphics and a high score memory card save.

Mike Tyson Boxing



5.3

NTSC Rarity: 1

Developer Codemasters
Publisher Codemasters, (eu) Proein
Release date (us) October 31, 2000
(eu) March 11, 2000
Genre Sports
Players 1-8 Players

The game is based on either Mike Tyson or Prince Naseem Hamed in some European releases. The game featured three different game modes; Showcase, Versus mode, and World Game.

A practice option is also included set in Tyson/Naz's personal training gym where the player must learn various boxing skills, including movement, punches and dodging and blocking.

Millie Miglia

6.3

PAL Rarity: 3

Developer Kung Fu Games
Publisher SCI
Release date (eu) December 10, 2000
Genre Racing
Players 1-2 Players

Millie Miglia is a racing game set in the golden era of BMWs and Mercedes, Alfa Romeos and Bugattis, Enzo Ferrari and Sterling Moss.

The game is based on the race of Mille Miglia. Often described as 'the most beautiful race in the world', it was originally held between 1927 and 1957 over 1000 miles of Italian streets and idyllic countryside.

7.8

NTSC Rarity: 2
PAL Rarity: 3

Miracle Space Race

Developer	Miracle Designs
Publisher	Mud Duck Productions
Release date	(us) May 13, 2003
	(eu) June 13, 2003
Genre	Racing
Players	1 Player

In Miracle Space Race the player choose from one of eight different characters to try to win one of three available space kart championships. There are several weapons to choose from, including missiles, mines, turbo boosts and shields.

The game also features unlockable characters as the player progress through the stages and levels.

8.2

NTSC Rarity: 3

The Misadventures of Tron Bonne

Developer	Capcom Production Studio 2
Publisher	Capcom, (eu) Eidos Interactive
Release date	(us) April 30, 2000
	(eu) June 16, 1998
Genre	Action role-playing game
Players	1 Player

The Misadventures of Tron Bonne is part of the Mega Man Legends series and the prequel of the first Legends game. Rather than focusing on the heroic protagonists of Mega Man Legends series, the game follows series anti-hero Tron Bonne, sister of the criminal Bonne family of air pirates.

With a limited production run, the game is considered by many as a rare PlayStation title.

4.2

NTSC Rarity: 3

Miss Spider's Tea Party

Developer	Hypnotix
Publisher	Simon & Schuster Interactive
Release date	(us) November 1, 2000
Genre	Mini games
Players	1 Player

Miss Spider's Tea Party are intended for children 3 to 7 years old. Mini-games are edutainment games with basic skills practice. The story revolves around Miss Spider's friends who want to attend her party, but they each have a problem that needs to be resolved. It's up to the child to play the games and help all the friends make it to the party.

Missile Command

6.7

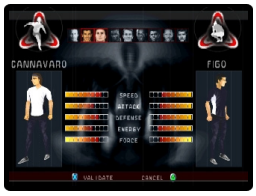
Developer	Meyer Glass Interactive, Rainbow Studios
Publisher	Atari, Hasbro Interactive
Release date	(us) November 16, 1999
	(eu) February 18, 2000
Genre	Shooter
Players	1-2 Players

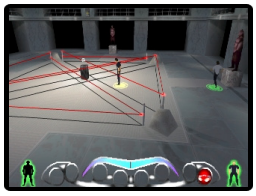
Missile Command was orginally a 1980 arcade game by Atari, Inc. It is considered one of the most notable games from the Golden Age of Video Arcade Games. Having just acquired the Atari label, Hasbro Interactive released Microsoft Windows and PlayStation versions in 1999, but they did not sell well.

NTSC Rarity: 1
PAL Rarity: 3

The Mission

2.5

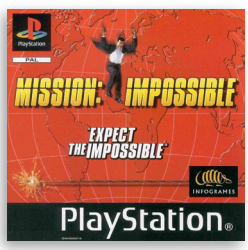




Developer	Microids
Publisher	Microids
Release date	(eu) December 22, 2000
Genre	Action
Players	1-2 Players

In The Mission', the player character are footballers who must rescue a 'Geo Merlin'' ball, which has been stolen by Ninjas who embody the forces of brutality and poor sportsmanship. Using a selected team of two footballers, the player must battle and puzzle his way through over 24 levels of action, dispensing with fire-spitting demons and innumerable Ninjas trained in the martial arts along the way. The game contains a mix of elements from football, action and combat games.

PAL Rarity: 2



Mission: Impossible

6.4

Developer	X-Ample Architectures
Publisher	Infogrames Entertainment
Release date	(us) November 23, 1999
	(eu) October 29, 1999
Genre	Third-person shooter, stealth
Players	1 Player

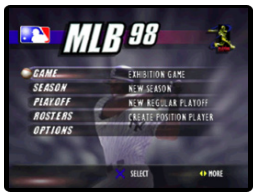
Mission: Impossible is based on the 1996 film Mission: Impossible. It was originally developed by Ocean Software for Nintendo 64 and later ported to PlayStation, with minor additions such as voice acting.

The player controls Ethan Hunt in most of the missions, and the majority of the game centers around completing tasks undetected or disguised.

NTSC Rarity: 1
PAL Rarity: 3

MLB '98

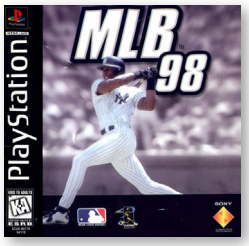
6.0



NTSC Rarity: 1

Developer SCEA
Publisher SCEA
Release date (us) June 30, 1998
Genre Sports
Players 1-2 Players

MLB 98 features the standard set of many baseball games. It has all of the 30 MLB teams and many of the major players, rendered in 3D polygon graphics with complete up-to-date (for that time) rosters. Real stadiums are also included along with the updated rules including the Interleague play rule that was implemented at the time.



MLB '99

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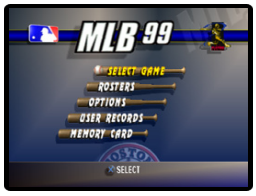
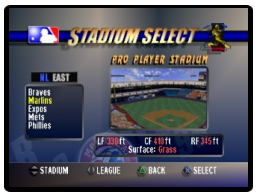




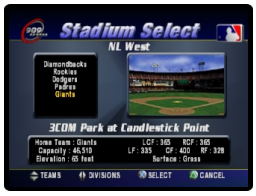
NTSC Rarity: 1

Developer SCEA
Publisher SCEA
Release date (us) April 1, 1998
Genre Sports
Players 1-2 Players

MLB 99 is updated for the 1999 season featuring Hall of Fame broadcaster Vin Scully calling each game. The game features various modes including exhibition, season, play-offs, and home-run derby. Each MLB stadium is recreated faithfully, as are the players. A new feature for this year's edition of the game is Spring Training mode, which allows one to create a new player and put him in the Minors and see if he can make it to the Majors.

MLB 2000

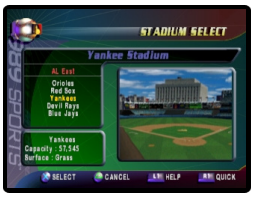
7.2



NTSC Rarity: 1

Developer 989 Sports
Publisher 989 Sports
Release date (us) February 28, 1999
Genre Sports
Players 1-2 Players

MLB 2000 is basically an update to MLB 99 with a few new features. The game contains depictions of the real teams, stadiums, stats, and players that reflect their real life counterparts. One of the new modes is general manager mode. In this mode, players can draft, create, trade, call up, waive, release, and sign players. Another new mode is the manager mode. In this mode, players can check out scouting reports during the game, and warm up relievers in the bullpen.



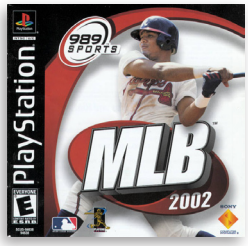
MLB 2001

5.8

Developer 989 Sports
Publisher 989 Sports
Release date (us) February 29, 2000
Genre Sports
Players 1-2 Players

This baseball game is an update to MLB 2000. The game features most of the same as the other games in the series, but also have some new features. A unique feature of this game is the Total Control Fielding and Total Control Batting systems. The batting system effects how much control the player has on how the ball is hit, which direction it gets hit to, and the power of the batter's swing.The fielding system lets the player have more control over the fielders.

NTSC Rarity: 1



MLB 2002

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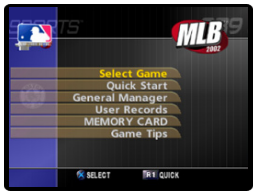
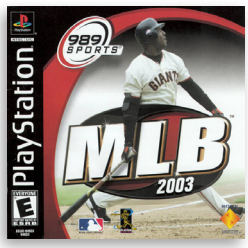


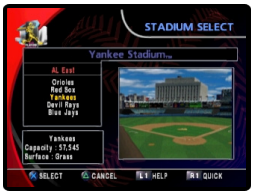
Developer 989 Sports
Publisher SCEA
Release date (us) May 7, 2001
Genre Sports
Players 1-2 Players

MLB 2002 was the fifth entry in Sony's MLB franchise with the standard set-up as the previous versions. To provide authenticity, MLB players and officials lent their expertise to the game in order to create a more realistic and life-like appearance and feel to it.

Vin Scully and Dave Campbell lend their voices for in-game commentary.

NTSC Rarity: 1





MLB 2003

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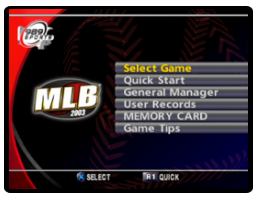
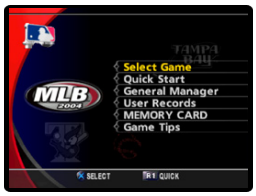


Developer 989 Sports
Publisher SCEA
Release date (us) June 17, 2002
Genre Sports
Players 1-2 Players

MLB 2003 continues Sony's baseball franchise with updated teams, schedules, and rosters to reflect the beginning of the 2002 season. Instead of spanning multiple seasons in length, the Franchise mode in MLB 2003 involves earning points as a weakened club to acquire new, higher quality players. There are no trades in this mode, only additions and cuts.

NTSC Rarity: 1

5.7



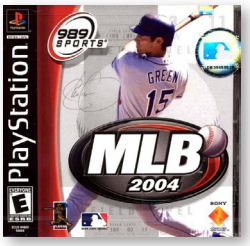
NTSC Rarity: 1

MLB 2004

Developer 989 Sports
Publisher SCEA
Release date (us) April 30, 2003
Genre Sports
Players 1-2 Players

Like it's teammate on the PS2, the 2004's PlayStation baseball sim features all the teams and players from the 2002 Major League Baseball season. Motion-captured animations and detailed virtual stadiums are designed to bring the game to life.

The game comes with 10 modes of gameplay including Spring Training , Franchise, Home Run Derby, among other.



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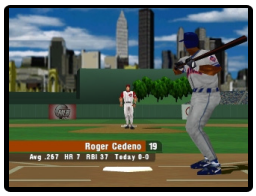


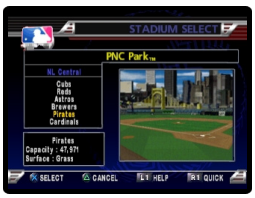
NTSC Rarity: 2

MLB 2005

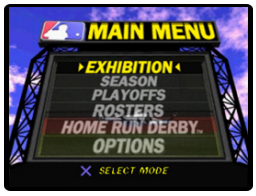
Developer 989 Sports
Publisher SCEA
Release date (us) March 4, 2004
Genre Sports
Players 1-2 Players

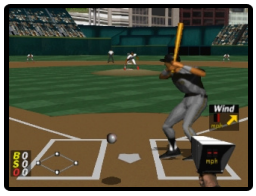
MLB 2005 has a variety of modes, offering Exhibition, Season, Franchise, and Career play, as well as Spring Training. Authentic teams and rosters are based on the 2003 season.

Games can be played in re-creations of any of the 30 active MLB parks, each with city-specific details such as weather effects, fireworks, and jumbotrons.



8.7





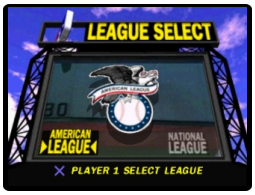
NTSC Rarity: 3

MLB Pennant Race

Developer SCEA
Publisher SCEA
Release date (us) September 30, 1996
Genre Sports
Players 1-2 Players

MLB Pennant Race was the first baseball game to be released for the system. The game takes place during the 1996 Major League Baseball season. Rosters and statistics are accurate as of the 1995 Major League Baseball season.

Players can create their own players or compose a dream team from the pool of available players.



Mobil 1: Rally Championship

4.5

Developer	HotGen Studios Ltd.
Publisher	Electronic Arts
Release date	(us) March 7, 2000
	(eu) March 7, 2000
Genre	Racing
Players	1-2 Players

Mobil 1 Rally Championship is a rally game which is part of the Rally Championship series. It is a sequel to the 1997 game International Rally Championship, and features 22 cars and 36 tracks.

The game supports Dual Shock controllers.

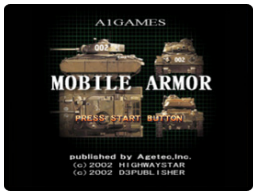
NTSC Rarity: 4
PAL Rarity: 3

Mobile Armor

7.0

Developer	Highwaystar
Publisher	Agetec Inc.
Release date	(us) October 24, 2002
Genre	Action
Players	1-2 Players

Featuring ten tanks from World War II, Mobile Armor is a mission-based shooter in which the player control the "Mars army tank" in battle against a succession of "Earth army tanks." Completed missions in single-player story mode become available for two-player free mode, with one player manning the cannons and the other the tank, as well as for two-player VS mode.



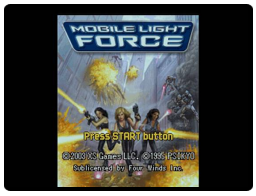
NTSC Rarity: 3

Mobile Light Force

6.5

Developer	Psikyo
Publisher	XS Games
Release date	(us) March 19, 2003
	(eu) December 10, 2002
Genre	Scrolling shooter
Players	1-2 Players

Mobile Light Force, originally known as Gunbird, is a vertically scrolling shoot 'em up. All in-game plot in the European and North American version, including the game's ending, was removed and character names were changed to those of XS Games employees. The game featured a Charlie's Angels-style cover picture, completely unrelated to the original characters or the game's theme.



NTSC Rarity: 2
PAL Rarity: 3

7.6

NTSC Rarity: 5

Monaco Grand Prix Racing Simulation

Developer UBI soft Paris
Publisher UBI soft
Release date (us) July 15, 1999
(eu) July 1, 1999
Genre Racing
Players 1-4 Players

The sequel to F1 Racing Simulation recreates the 1997 season, featuring 17 authentic tracks, 11 teams and cars with their 22 drivers. The Monaco license is used, although the teams themselves are not licensed. A total of 22 camera views are provided.

Returning from the first game are Time Attack, a full championship, and a 50s retro mode.

7.4

NTSC Rarity: 3
PAL Rarity: 3

Monkey Hero

Developer Blam!
Publisher Take-Two Interactive
Release date (us) February 28, 1999
(eu) May 15, 1999
Genre Role-playing game
Players 1 Player

Monkey Hero, known as The Adventures of Monkey Hero in Europe, is similar to the likes of The Legend of Zelda and Secret of Mana and borrows many ideas from these games. Game play elements include large dungeons, fighting and puzzles. It had a whimsical manga-inspired look that makes use of both 3D and 2D graphics.

6.8

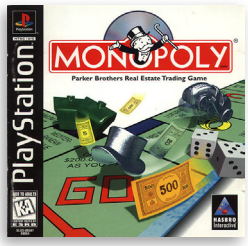
NTSC Rarity: 5

Monkey Magic

Developer B-Factory
Publisher Sunsoft
Release date (us) November 27, 1999
Genre Platformer
Players 1 Player

Monkey Magic is based on the anime series of the same name, an adaptation of the 16th-century Chinese novel Journey to the West.

The game is a sidescrolling action/platform game; with unique features include the ability to switch between the foreground, middle, and background layers in some sections, and magic spells which can be cast on either the player's character or enemies.



Monopoly

5.8

Developer	Gremlin Interactive
Publisher	Hasbro Interactive
Release date	(us) November 15, 1997
	(eu) November 15, 1997
Genre	Board game
Players	1-4 Players

Monopoly is an adaptation of the classic board game Monopoly, that supports up to four players. Players can select from eight tokens known from the board game. Any non-human players can be controlled by the AI - ten different AI opponent profiles can be selected.

The game also supports a variety of custom rules.

NTSC Rarity: 1
PAL Rarity: 3

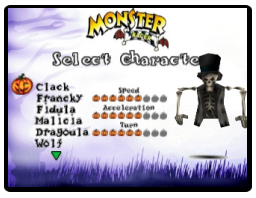
Monster Bass

7.3

Developer	Magical Company LTD
Publisher	XS Games LLC.
Release date	(us) December 15, 2002
Genre	Sports
Players	1 Player

Monster Bass! is a fishing simulator set in four locations. The player gets to control the bait to lure and catch several types of “scientifically mutated gigantic monster bass”. As the game progresses special baits and tricks get unlocked.

NTSC Rarity: 2



Monster Racer

3.0

Developer	Microids
Publisher	Microids
Release date	(eu) December 7, 2001
Genre	Racing
Players	1-4 Players

Monster Racer let`s the player choose from ten Halloween themed creatures, each with their own traits. Characters range from Mummies, Vampires, Skeletons, and Werewolves, among others.

The game has four multi-player and four single player modes

PAL Rarity: 3

7.4

NTSC Rarity: 5

Monster Rancher

Developer	Tecmo
Publisher	Tecmo
Release date	(us) November 30, 1997
Genre	Breeding, Role-playing game
Players	1-2 Players

Monster Rancher is the first game in Tecmo's Monster Rancher series, featuring the raising, fighting, and breeding of monsters.

Although it is possible to acquire a monster in-game, the series is known for the ability to acquire new monsters using CDs. Players can use any readable CD, and the game creates a monster using the data stored on it.

8.2

NTSC Rarity: 3
PAL Rarity: 4

Monster Rancher 2

Developer	Tecmo
Publisher	Tecmo, (eu) SCEE
Release date	(us) September 3, 1999 (eu) October 20, 2000
Genre	Breeding, Role-playing game
Players	1 Player

In Europe Monster Rancher 2 is the first release in the series and is thus named Monster Rancher.

This game involves raising, fighting, and breeding monsters. The main character is never seen on screen and never talks to anyone directly. Instead, all of the dialog and action is done by the trainer's assistant Colt and her toucan Joy. The player chooses his actions and choices through menu options.

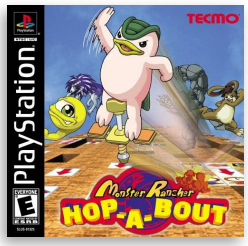
7.9

NTSC Rarity: 4

Monster Rancher Battle Card: Episode II

Developer	Tecmo
Publisher	Tecmo
Release date	(us) July 31, 2000
Genre	Card Battle
Players	1-8 Players

Monster Rancher BattleCard Episode II is a sequel to the Monster Rancher Battle Card game on Game Boy. But it takes advantage of the PlayStation's superiority in graphics and processing power and adds more complex storyline quests, and expands the card game itself.



Monster Rancher Hop-A-Bout

7.2

Developer	Tecmo
Publisher	Tecmo
Release date	(us) December 10, 2000
Genre	Mini games
Players	1-2 Players

Monster Rancher Hop-A-Bout is a platform adventure game based on characters from the Monster Rancher video games and animated TV series.

Additional features of Monster Rancher Hop-A-Bout include one and two-player modes and a stage edit function that allows players to create up to four customized courses that can be saved.

NTSC Rarity: 3

Monster Seed

5.6

Developer	NK System
Publisher	Sunsoft
Release date	(us) April 5, 1999 (eu) March 31, 1999
Genre	Role-playing game
Players	1-2 Players

Monster Seed takes influence from the popular animal raising/fighting genre; specifically games like Pokémon and Monster Rancher. One major difference is the fantasy setting. Another key difference is in the overall presentation; Monster Seed's gameplay and interface are a lot more simple than most other breeding games.

NTSC Rarity: 3
PAL Rarity: 3

Monsters, Inc. Scream Team

6.1

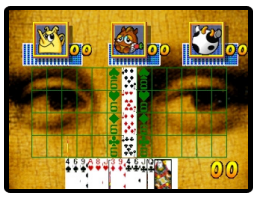
Developer	Artificial Mind and Movement
Publisher	SCE
Release date	(us) October 30, 2001 (eu) February 1, 2002
Genre	Platformer
Players	1 Player

Monsters, Inc. Scream Team, known as Monsters, Inc. Scare Island in Europe, is a prequel to Pixar's 2001 film Monsters, Inc. but set after the events of Monsters University.

The plot revolves around Mike and Sulley, who try to get a job at Monsters, Inc. by going to Scare Island in order to train to become top scarers.

NTSC Rarity: 1
PAL Rarity: 3

4.0



PAL Rarity: 4

Monte Carlo Games Compendium

Developer	Mere Mortals
Publisher	Midas Interactive
Release date	(eu) March 28, 2002
Genre	Casino
Players	1-4 Players

Monte Carlo Games Compendium is a collection of 17 gambling games for the PlayStation. The games in Monte Carlo Games Compendium can be divided up into three main categories: table games, card games, and video games. Here is a full listing of the games included: Baccarat, Blackjack, Concentration, Keno, Let it Bet, Old Maid, Page One, Poker, Rich Man, Roulette, Seven Bridges, Seven in a Row, Slot Machine, Speed, Splash, Super Blackjack, Video Poker.

6.5

NTSC Rarity: 3
PAL Rarity: 4

Mort the Chicken

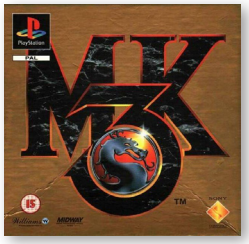
Developer	AndNow Interactive
Publisher	Crave
Release date	(us) November 3, 2000 (eu) January 19, 2001
Genre	Platformer
Players	1 Player

Mort the Chicken is a relatively straightforward platformer. The player controls Mort as he explores his universe, rescuing baby chicks and killing cubes. Mort can destroy the cubes using the comb on his head, which can be used as a whip. Some cubes cannot be killed, and every time Mort takes a hit, the cubes steal a chick from Mort and imprison it. Each level has 10 chicks to rescue.

7.0

NTSC Rarity: 3
PAL Rarity: 3

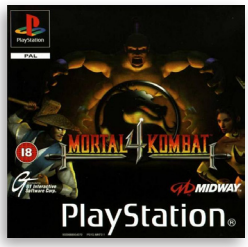
Mortal Kombat 3



Developer	Midway
Publisher	SCE
Release date	(us) October 7, 1995 (eu) November, 1995
Genre	Fighting
Players	1-2 Players

The game's overall style was envisioned differently from in the previous Mortal Kombat games. Instead of the heavily-Oriental themes of Mortal Kombat and Mortal Kombat II, the theme of MK3 is more Western-contemporary.

The game has a much darker tone overall than its predecessors, and uses a noticeably darker and less-vibrant color palette.



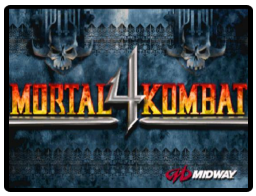
Mortal Kombat 4

6.7

Developer	Eurocom
Publisher	Midway
Release date	(us) June 24, 1998 (eu) October 15, 1998
Genre	Fighting
Players	1-2 Players

The gameplay system of Mortal Kombat 4 is similar to that of the previous games; one of the most notable additions is the use of weapons and objects during fights.

While developing the game, the Midway staff had problems making the graphics as it was one of the first 3D fighting games they developed.



NTSC Rarity: 2
PAL Rarity: 3

Mortal Kombat Mythologies: Sub-Zero

5.8

Developer	Avalanche Software
Publisher	Midway
Release date	(us) October 1, 1997 (eu) December 2, 1997
Genre	Beat 'em up
Players	1 Player

Although Mythologies is classified as an action-adventure game, its play controls are very similar to the 2D Mortal Kombat fighting games.

The events of Mythologies is set prior to the tournament in the original Mortal Kombat. The storyline centers on the ninja, Sub-Zero. In the story he is asked to find an amulet by the sorcerer Quan Chi.

NTSC Rarity: 2
PAL Rarity: 2

Mortal Kombat: Special Forces

4.8

Developer	Midway
Publisher	Midway
Release date	(us) June 30, 2000 (eu) September 29, 2000
Genre	Beat 'em up
Players	1 Player

Special Forces is chronologically the first game in the Mortal Kombat storyline, as its events take place even before Mortal Kombat Mythologies: Sub-Zero. The story of the game involves Kano freeing his gang, the Black Dragon from a maximum security prison and Jax, seeking revenge for the slaughter of his Special Forces comrades at the hands of the Black Dragon.

NTSC Rarity: 3
PAL Rarity: 2

7.5

NTSC Rarity: 1
PAL Rarity: 4

Mortal Kombat Trilogy

Developer Avalanche Software
Publisher Midway
Release date (us) September 1, 1996
(eu) December 6, 1996
Genre Fighting
Players 1-2 Players

Mortal Kombat Trilogy was released as an update follow-up to Ultimate Mortal Kombat 3. Unlike the previous title, it was not released in arcades.

Mortal Kombat Trilogy features the same gameplay and story as Mortal Kombat 3, but adds characters and stages from the other three arcade games, including Ultimate Mortal Kombat 3.

1.0

PAL Rarity: 2

Moses Prince Of Egypt

Developer The Code Monkeys Ltd.
Publisher Midas Interactive
Release date (eu) January 9, 2000
Genre Puzzle
Players 1 Player

The plot in the game are based on the classic story about baby Moses. The baby was found by the river, and adopted into the royal family of Egypt, Moses must start on a quest to save his true people, the Israelites, from misery at the hands of their cruel Pharaoh.

As well as a horrible half-hour cartoon video, the game features a boring virtual colouring book and a stupid puzzle game.

7.1

NTSC Rarity: 1
PAL Rarity: 3

Moto Racer

Developer Delphine Software International
Publisher Electronic Arts
Release date (us) 30 November 1997
(eu) November, 1997
Genre Racing
Players 1-2 Players

Moto Racer is an arcade style motorcycle racing game that features both dirt and street bikes, and a variety of tracks.

By entering specific codes at the title screen, a Future Mode can be unlocked. This consists of regular bikes being replaced by hover bikes and dirt bikes by hover boards.

Moto Racer 2

6.5

Developer	Delphine Software International
Publisher	Electronic Arts
Release date	(us) 31 August 1998 (eu) September 22, 1998
Genre	Racing
Players	1-2 Players

Moto Racer 2 has more courses than its predecessor, and added a level editor.

The game contains 32 race tracks and 16 motorcycles split evenly between motocross and superbike, and allows for the player to edit any track in the game using the level editor.

NTSC Rarity: 1
PAL Rarity: 3

Moto Racer 3: World Tour

6.6

Developer	Delphine Software International
Publisher	Infogrames
Release date	(us) November 10, 2000 (eu) September 29, 2000
Genre	Racing
Players	1-2 Players

Moto Racer World Tour is the third part of the Moto Racer series for the PlayStation. The game offers 34 different bikes in both dirt and street bike category on 18 tracks. Besides normal races, a variety of different modes is also present, such as obstacle course, drag race, freestyle race and Traffic Race.

NTSC Rarity: 1
PAL Rarity: 3

Motocross Mania

5.7

Developer	Deibus Studios
Publisher	Take-Two Interactive
Release date	(us) June 20, 2001 (eu) June 20, 2001
Genre	Racing
Players	1-2 Players

Motocross Mania features tricks in the style of the Tony Hawk series of games, and includes Motocross, Supercross, Baja and Freestyle modes of play.

The game has 20 different venues, from arenas to outdoor tracks, covering 12km/sq of area.

NTSC Rarity: 2
PAL Rarity: 3

4.0

Motocross Mania 2

NTSC Rarity: 2
PAL Rarity: 3

Developer	Alpine Studios
Publisher	Gotham Games
Release date	(us) June 24, 2003
	(eu) June 24, 2003
Genre	Racing
Players	1-2 Players

Motocross Mania 2 contains arcade mode (race and time attack practice), career mode with three difficulty levels and track editor. Apart from winning of races the player may perform a variety of tricks. The gameplay is typical for arcade racing games, the motorbike can't be damaged, although the player may fall off.

7.8

Motor Toon Grand Prix

NTSC Rarity: 7
PAL Rarity: 4

Developer	Opus Corp., Bandit
Publisher	SCE
Release date	(us) June 10, 1996
	(eu) November 1996
Genre	Racing
Players	1 Player

Motor Toon Grand Prix 2 is a racing game whose development is considered a lead-in to the Gran Turismo series. It was released in the US as Motor Toon Grand Prix, since its predecessor never left Japan

The game features more than ten tracks and eight racers each with different skills and abilities.

7.8

Motorhead

NTSC Rarity: 3
PAL Rarity: 2

Developer	Digital Illusions CE
Publisher	Fox Interactive, (eu) Gremlin Interactive
Release date	(us) September 30, 1998
	(eu) April, 1998
Genre	Racing
Players	1-2 Players

Motorhead is a dark and moody arcade racing game, set in futuristic urban environments.

The game was nominated for the BAFTA Interactive award in October 1998 and has so far sold more than one million copies. A sequel was announced in December 2000, for the PS2, only to be quietly cancelled less than two years later.

Motor Mash

4.5

Developer Eutechnyx
Publisher Ocean
Release date (eu) November 15, 1997
Genre Racing
Players 1-2 Players

Motor Mash is similar to the Micro Machines series, where the goal is to leave the opponents far behind off screen. The player can push them off bridges or into hazards. When there is one player left, that player wins and all other players return to start again from that point. Each time credits are awarded depending on how long each player lasted on screen. When all the credits is lost, it`s game over.

PAL Rarity: 4

Mr. Driller

6.7

Developer Namco
Publisher Namco
Release date (us) May 9, 2000
(eu) September 20, 2000
Genre Puzzle
Players 1 Player

Mr. Driller puts the player in the role of a driller moving down through screens of blocks, having to keep his air supply from running out while avoiding being squashed by falling blocks.

The project that would become Mr. Driller was originally intended to be a third game in the Dig Dug series, under the working title of Dig Dug 3.

NTSC Rarity: 5
PAL Rarity: 4

Ms. Pac-Man Maze Madness

7.0

Developer Namco
Publisher Namco
Release date (us) September 8, 2000
(eu) November 17, 2000
Genre Puzzle
Players 1-4 Players

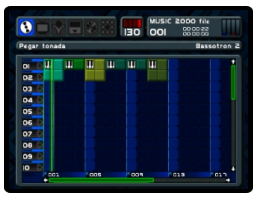
Ms. Pac-Man Maze Madness is a 3D, four-directional control puzzle game starring Ms. Pac-Man. Unlike the previous 20th Anniversary Pac-Man World, the player must follow along designated paths.

There was originally supposed to be a sequel to this game for the PS2 called Ms. Pac-Man Maze Madness 2, but it was quietly cancelled for unknown reasons.

NTSC Rarity: 2
PAL Rarity: 3

MTV Music Generator

7.5



NTSC Rarity: 5
PAL Rarity: 2

Developer Jester Interactive
Publisher Codemasters
Release date (us) November 30, 1999
(eu) November 30, 1999
Genre Music
Players 1-4 Players

The MTV Music Generator is a simulator for making custom music tracks for the PlayStation. The game is also mouse-compatible, and allows the player to create and save music tracks with special sound effects like chorus, tempo and reverb for infinite possibilities. Along with the option to add various video clips using 3D graphics, the MTV Music Generator includes 1,500 riffs and 3,000 instrument sounds.

MTV Sports: Pure Ride

7.2

NTSC Rarity: 3
PAL Rarity: 2

Developer Radical Entertainment
Publisher THQ
Release date (us) September 2, 2000
(eu) October 1, 2000
Genre Sports
Players 1-2 Players

MTV Sports: Pure Ride is an snowboarding game that features both tricks, stunts and downhill racing. The player can choose from a variety of fictional characters and boards, each with their own statistics. The game comes with six game modes: free ride, tour challenge, specialist, stunt, two-player mode and a slope editor.

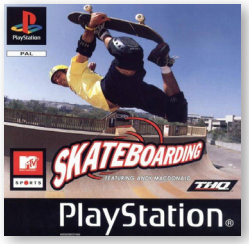
MTV Sports: Skateboarding featuring Andy MacDonald

2.3

NTSC Rarity: 2
PAL Rarity: 3

Developer Darkblack
Publisher THQ
Release date (us) September 16, 2000
(eu) September 30, 2000
Genre Sports
Players 1-2 Players

MTV Sports: Skateboarding let the player take control of Andy Macdonald and 29 other famous skateboarders. The game has 60 different tricks to perform, and multiple game modes, including scavenger hunt, stunt moves, among other.



MTV Sports: Snowboarding

7.4

Developer Radical Entertainment
Publisher THQ
Release date (us) October 25, 1999
(eu) December 15, 1999
Genre Sports
Players 1-2 Players

MTV Sports: Snowboarding is an extreme sports title whit six different boarders, with each their own abilities. The game features five game modes: qualifying, challenge, create-a-park, head-to-head and training. The available tracks come in four general types: mountain X, big air contest, half-pipe and slopestyle.

NTSC Rarity: 2
PAL Rarity: 3

MTV Sports: T.J. Lavin's Ultimate BMX

3.0

Developer Blue Shift
Publisher THQ
Release date (us) March 20, 2001
(eu) April 30, 2001
Genre Sports
Players 1-2 Players

MTV Sports: T.J. Lavin's Ultimate BMX is an extreme sports game in the style of Tony Hawk's Pro Skater. The player ride around on a BMX bike while pulling of jumps, grinds and verts. The game comes with a practice mode, two-player challenges and Pro circuit.

NTSC Rarity: 2
PAL Rarity: 2

The Mummy

5.4

Developer Rebellion
Publisher Konami
Release date (us) November 15, 2000
(eu) August 18, 2000
Genre Action-adventure
Players 1 Player

The Mummy is based on the blockbuster movie of the same name. The player character are Rick O'Connell, who mistakenly reads from the ancient book of the dead while on an expedition in Egypt, which releases Imhotep from the slumber deep underground. Now he must fix his mistake before time runs out, Egypt gets destroyed by the dead, and he lose his girlfriend.

NTSC Rarity: 3
PAL Rarity: 3

7.8

NTSC Rarity: 5
PAL Rarity: 4

Muppet Monster Adventure

Developer	Magenta Software
Publisher	Jim Henson Interactive, SCE
Release date	(us) October 20, 2000 (eu) November 7, 2000
Genre	Survival horror
Players	1 Player

Muppet Monster Adventure draws heavily on PlayStation standard platformers of its day, most prominently Spyro. Other notable inspirations are Crash Bandicoot, Croc, and Super Mario 64. Despite some fundamental similarities in controls and platforming setpieces used, the game was praised for the array of context-specific transformations that the player character, Robin, can perform.

7.8

NTSC Rarity: 5
PAL Rarity: 4

Muppet RaceMania

Developer	Traveller's Tales
Publisher	Midway
Release date	(us) October 3, 2000 (eu) October 19, 2000
Genre	Racing
Players	1-2 Players

Muppet Race Mania lets players race go-karts with the Jim Henson critters, in a game with nods to Super Mario Kart.

The tracks are based on locations from all six movies, so gamers can expect to find familiar areas; ranging from the skyline of Manhattan, to the cold reaches of Outer Space.

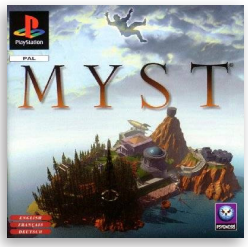
5.9

NTSC Rarity: 3

My Disney Kitchen

Developer	Atlus, Disney Interactive
Publisher	Bam! Entertainment
Release date	(us) November 5, 2002
Genre	Edutainment
Players	1 Player

My Disney Kitchen is designed for young children to expand creativity and observation skills (in addition to learning how to cook). The game contains several cooking appliances and food items, as well as a breakfast station and a cake-making station. The player can also decorate the kitchen, change the wallpaper and decorations like the tablecloth.



Myst

6.8

Developer	Cyan Worlds, Alfa System
Publisher	Psygnosis
Release date	(us) September 30, 1996 (eu) November 15, 1996
Genre	Adventure
Players	1 Player

Myst is a graphic adventure puzzle video game designed and directed by the brothers Robyn and Rand Miller. Myst puts the player in the role of the Stranger, who uses a special book to travel to the island of Myst. There, the player uses other special books written by an artisan and explorer named Atrus to travel to several worlds known as "Ages". Clues found in each of these Ages help to reveal the back-story of the game's characters.

NTSC Rarity: 3
PAL Rarity: 5

Marvel vs. Capcom: Clash of Super Heroes

7.9

Developer	Capcom, Value Wave
Publisher	Virgin Interactive
Release date	(us) January 31, 2000 (eu) January 31, 2000
Genre	Fighting
Players	1-2 Players

Marvel vs. Capcom: Clash of Super Heroes is a 2D fighting game that combines characters from Capcom's videogames with characters from the Marvel comic universe, similar to Marvel Super Heroes Vs. Street Fighter. The game takes place in a Marvel universe where Professor Charles Xavier asks the heroes to help him before he merges with the consciousness of Magneto.

NTSC Rarity: 4
PAL Rarity: 2

Mega Man Battle & Chase

7.3

Developer	Capcom
Publisher	Infogrames
Release date	(eu) November 30, 1998
Genre	Racing
Players	1-2 Players

Megaman Battle & Chase was only released in Japan and Europe. A U.S version can be played via Mega Man X Collection for the PS2 and Gamecube

Each of the game's 10 playable characters has unique abilities, and can earn the abilities of other characters by winning races against them, then selecting their vehicle's engine, wing, tire, or body as a prize.

PAL Rarity: 5

Moorhen 3: Chicken Chase

7.0

PAL Rarity: 3

Developer Similis
Publisher UBI Soft
Release date (eu) March 10, 2002
Genre Light-gun
Players 1-2 Players

Moorhuhn, known as Crazy Chicken in English-speaking countries, is a German casual game franchise. Originally the star of an promotional campaign for the whiskey, Jack Daniels, Moorhuhn has starred in over thirty games during the years, including five kart racing games.

Moorhen 3 - Chicken Chase is a light gun game where the player must shoot down as many grouse as possible in 90 seconds. This

Moorhuhn 2 - Die Jagd Geht Weiter

5.5

PAL Rarity: 3

Developer Similis
Publisher Ravensburger
Release date (eu) March 10, 2000
Genre Light-gun
Players 1-2 Players

Moorhuhn 2 - Die Jagd Geht Weiter gameplay is much the same as the third in the series, where the player shoot down as many grouse as possible in 90 seconds. The game also has several of hidden puzzles to solve in order to spur on the fans' passion for the hunt.

Moorhuhn X

6.0

PAL Rarity: 3

Developer Similis
Publisher Ravensburger
Release date (eu) May 20, 2004
Genre Light-gun
Players 1-2 Players

Moorhuhn X follows the same gameplay as 2 and 3. Moorhuhn X again contains some hidden highlights for the players to discover, but the main issue is the number of grouse the player manage to hit. Other than that, there's a new design, an altered grouse, new puzzles, new characters among other.

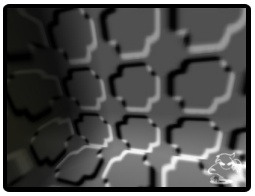
Moorhuhn Kart

4.0

Developer Similis
Publisher Phenomedia
Release date (eu) March 4, 2004
Genre Racing
Players 1-2 Players

Moorhuhn Kart, also known as Moorhuhn Kart XXL or Crazy Chicken Kart, is a kart racing game. The game features five generic locations, a countryside level, a slippery ice level, a mountain level, a desert level and a fiery lava level. The game also has five characters to choose from and a set of weapons.

PAL Rarity: 3



Music: Music Creation for the PlayStation

7.6

Developer Jester Interactive
Publisher Codemasters
Release date (eu) November 20, 1998
Genre Music
Players 1 Player

Music lets the player create complete songs from a library of 850 pre-recorded riffs by pasting them onto a set of tracks. It is similar in some ways to audio editing software on a computer and is surprisingly deep, including controls for panning, volume, and all sorts of effects such as phase, reverb and vibrato.

PAL Rarity: 2

Hunchback of Notredame

3.5

Developer The Code Monkeys Ltd.
Publisher Midas Interactive
Release date (eu) September 14, 2002
Genre Puzzle
Players 1 Player

The story revolves around the ugliest man in Paris, the bell-ringer Quasimodo, who is mocked or ignored by everyone in the city. Then, one day, Quasimodo falls in love with the dancer, Esmeralda and his life changes forever. As well as a shitty 50-minute cartoon video of the classic French legend, Hunchback of Notredame, game the features a virtual colouring book and a puzzle-game.

PAL Rarity: 3

6.7

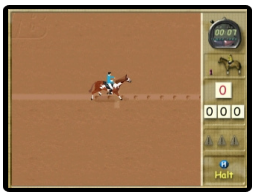
Rarity: 2

Mary King's Riding Star

Developer Interactive Entertainment
Publisher Midas Interactive
Release date (eu) April 12, 2001
Genre Simulation
Players 1-2 Players

Mary King's Riding Star, also known as Alexandra Ledermann: Equitation Passion, Ulrich Kirchhoffs Riding Star, and 'Lussan' Nathhorst Presenterar Riding Star is a fully interactive equestrian simulation.

Players compete against friends, or the computer in their quest to become World Champion. Along the way their horse will need feeding and careful grooming in order to gain maximum points.



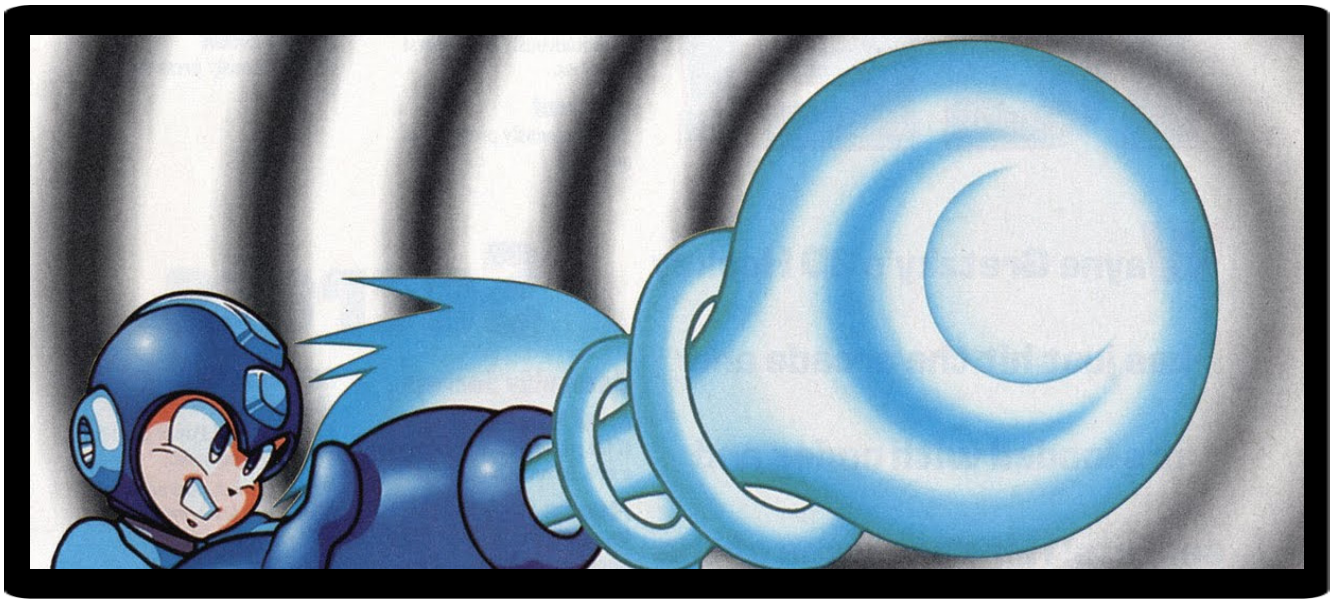
6.0

Rarity: 3

Disney's Learning with Mickey

Developer Revolution Software
Publisher Disney Interactive
Release date (eu) 2002
Genre Mini-games
Players 1 Player

Disney Learning Mickey introduces school-age players to the worlds of time, listening, and dancing. Players will have the company of Mickey Mouse, Donald Duck, and other Disney characters throughout the game. The "edutainment" includes matching exercises, identification games, and creativity art opportunities. The developers have targeted seven primary areas: cognitive, creative, emotional, moral, physical, social, and thinking skills are all given attention.



N.GEN Racing

7.4

Developer	Curly Monsters Ltd.
Publisher	Infogrames
Release date	(us) June 23, 2000
	(eu) June 23, 2000
Genre	Racing
Players	1-2 Players

N.GEN Racing is a racing game where the player control a Fighter Jet Plane. The planes can shoot various weapons, such as missiles, rockets and guns at the opponents. There are 38 jets to fly in on 14 different tracks.

The game features two game modes: arcade and N.GEN. In N.GEN mode the player start with a poor plane and have to earn money to upgrade it so to participate in more rewarding races.

NTSC Rarity: 3
PAL Rarity: 3

N2O: Nitrous Oxide

7.3

Developer	Gremlin Interactive
Publisher	Fox Interactive
Release date	(us) June 30, 1998
	(eu) September, 1998
Genre	Shooter
Players	1-2 Players

N2O is a tunnel shooter, similar to the 1980 arcade hit Tempest, notably featuring a soundtrack composed by the popular American electronic music duo, The Crystal Method. The soundtrack was heavily used to promote the game, and the audio tracks from the game are in Red Book audio format so that the game CD can be played on a non-console CD player.

NTSC Rarity: 1
PAL Rarity: 3

Nagano Winter Olympics '98

6.2

Developer	Konami
Publisher	Konami
Release date	(us) December 31, 1997
	(eu) February, 1998
Genre	Sports
Players	1-4 Players

Nagano Winter Olympics '98, known in Japan as Hyper Olympics in Nagano, is a multi-event sports game, based on the 1998 Winter Olympics and features 10 Olympic events including skating, skiing, luge, bobsleigh, slalom, curling, halfpipe and snowboarding.

There are two modes of play, Olympic and Championship.

NTSC Rarity: 3
PAL Rarity: 3

7.5

NTSC Rarity: 2
PAL Rarity: 3

NAMCO Museum Vol. 1

Developer Now Production
Publisher Namco
Release date (us) July 31, 1996
(eu) August 17, 1996
Genre Compilation
Players 1-2 Players

Namco Museum refers to the series of video game compilations released by Namco, containing releases of their games (mostly arcade games) from the 1980s and early 1990s.

Namco Musem vol.1 contains the following games; Pac-Man (1980), Rally-X (1980), New Rally-X (1981), Galaga (1981), Bosconian (1981), Pole Position (1982), and Toy Pop (1986).

7.1

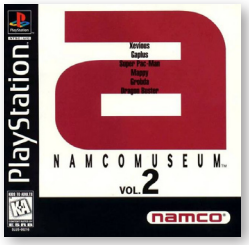
NTSC Rarity: 4
PAL Rarity: 3

NAMCO Museum Vol. 2

Developer Tose Co., Ltd.
Publisher Namco
Release date (us) September 30, 1996
(eu) November 22, 1996
Genre Compilation
Players 1-2 Players

Each volume has 5 to 7 games; all of these were ported from the original arcade version's source code .

The second installment of the PlayStation series features; Mappy (1983), Xevious (1982), Gaplus (1984) - the Galaga sequel, Grobda (1984) - a Xevious "spinoff", Dragon Buster (1984), Super Pac-Man (1982), Bomb Bee (1979), and Cutie Q (1979) - although only playable in the Japanese version.



7.4

NTSC Rarity: 2
PAL Rarity: 4

NAMCO Museum Vol. 3

Developer Now Production
Publisher Namco
Release date (us) January 31, 1997
(eu) February 12, 1997
Genre Compilation
Players 1-2 Players

The third PlayStation volume contains; Galaxian (1979), Dig Dug (1982), Ms. Pac-Man (1982) - the Pac-Man sequel, Pole Position II (1983), The Tower of Druaga (1984) - including Another Tower and Darkness Tower, and Phozon (1983).

The first four were well known in the U.S., but the latter two were relatively unknown.

NAMCO Museum Vol. 4

7.7

Developer	Namco
Publisher	Namco
Release date	(us) June 30, 1997 (eu) August 18, 1997
Genre	Compilation
Players	1-2 Players

Each volume had a “museum” mode where the player could walk through a virtual museum containing various curiosities surrounding the games including images of the mainboards, marketing material and conceptual artwork.

Volume 4 features; Pac-Land (1984), Assault (1988), Ordyne (1988), The Return of Ishtar (1986), Genpei Tōma Den (1986), and Assault Plus (1988) - as a hidden game.

NTSC Rarity: 4
PAL Rarity: 5

NAMCO Museum Vol. 5

7.2

Developer	Tose
Publisher	Namco
Release date	(us) August 15, 1997 (eu) February 26, 1998
Genre	Compilation
Players	1 Player

Some of the games such as Galaga and Pac-Man allowed for an alternative screen mode to compensate for the lack of vertical monitor, whereby the scoreboard rotated 90 degrees if the user possessed a vertical monitor or placing the television on its side.

Volume 5 features; Pac-Mania (1987), Dragon Spirit (1987), Metro-Cross (1985), Baraduke (1985), and Valkyrie no Densetsu (1989) - renamed Legend of the Valkyrie.

NTSC Rarity: 4
PAL Rarity: 5

Namco Soccer Prime Goal

5.6

Developer	Namco
Publisher	Namco
Release date	(eu) November 22,1996
Genre	Sports
Players	1-2 Players

Namco Soccer: Prime Goal, known in Japan as J-League Prime Goal EX, is one of the first football games in Sony’s console, following previous appearances in the SNES, the game is a straightforward action game with simple arcade controls.

Graphically, the game uses a polygonal playing field, while players are represented using sprites.

PAL Rarity: 3

6.6

NanoTek Warrior

NTSC Rarity: 3
PAL Rarity: 4

Developer Tetragon Inc.
Publisher Virgin Interactive
Release date (us) February 28, 1997
(eu) June, 1997
Genre Tube shooter
Players 1 Player

NanoTek Warrior uses behind the ship perspective. There is a total of eight levels in the game. Each level consists of two stages: "Tube-runner mode" and "Boss/Orbit mode". Most of the game is centered in and around the long tubes. The player is able to orbit around the tube, inside and outside. Along the way to the end of the tube, player is able to find and obtain power-ups, such as special weapons and shield health.

6.7

NASCAR 98

NTSC Rarity: 1
PAL Rarity: 2

Developer EA Sports
Publisher EA Sports
Release date (us) October 10, 1997
(eu) March 19, 1998
Genre Racing
Players 1-2 Players

NASCAR 98 included 24 NASCAR cars and drivers, including Jeff Gordon, Dale Earnhardt, Mark Martin, Dale Jarrett, Rusty Wallace, John Andretti, and Terry Labonte; 10 official NASCAR tracks, including Charlotte Motor Speedway, Bristol Motor Speedway, and the then Sears Point International Speedway, the short track at Suzuka Japan, and six fantasy circuits; and in-depth car setups.

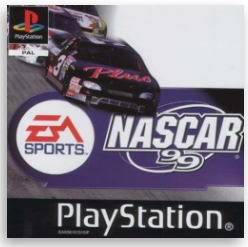
6.7

NASCAR 98 - Collector's Edition

NTSC Rarity: 5

Developer Stormfront Studios
Publisher EA Sports
Release date (us) December 10, 1997
Genre Racing
Players 1-2 Players

To commemorate the 50th anniversary of NASCAR, a collector's edition with a new cover featuring a black and white picture of one of Richard Petty's 3rd generation (1971–1974) Dodge Chargers racing modern 1998 cars of the day. Additions to the game included 'King of NASCAR' Richard Petty in his trademark No. 43 car and Darlington Raceway, the original super speedway. The game came with a NASCAR 50th anniversary key chain as well.



NASCAR 99

6.2

Developer	Stormfront Studios
Publisher	Electronic Arts
Release date	(us) September 30, 1998 (eu) October 23, 1998
Genre	Racing
Players	1-2 Players

NASCAR 99 is the second game relating in EA Sports NASCAR series of video games. The game features thirty-one of the drivers from the 1998 Winston Cup Series season and six legendary drivers. The game also includes seventeen different NASCAR race tracks, including Atlanta Motor Speedway, Sears Point, and Michigan International Speedway.

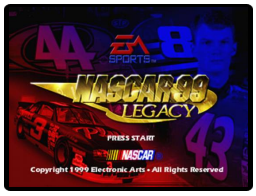
NTSC Rarity: 1
PAL Rarity: 3

NASCAR 99 - Legacy

6.2

Developer	Stormfront Studios
Publisher	Electronic Arts
Release date	(us) May 10, 1999
Genre	Racing
Players	1-2 Players

The Legacy version is a update to the NASCAR 99 game, with a few extra features; Dale Earnhardt, Jr. joins the field of 37 NASCAR Drivers, 16 Licensed NCASCAR tracks - now including Miami-Homestead Speedway, Authentic head-to-head NASCAR racing, 2 Player split-screen racing - race father vs. son Championship season mode, Exclusive Two-man booth featuring Bob Jenkins and Benny Parsons, 24 Hi-res cars on the track and the game also came with a NASCAR Rocks Music CD.



NTSC Rarity: 6

NASCAR 2000

6.8

Developer	Stormfront Studios
Publisher	Electronic Arts
Release date	(us) September 30, 1999 (eu) September 24, 1999
Genre	Racing
Players	1-2 Players

NASCAR 2000 is based on the 1999 NASCAR Winston Cup Series. The game, along with NASCAR 98, is regarded by several as one of the best of EA Sports NASCAR series of video games.

The game features eighteen tracks modeled after real locations.

NTSC Rarity: 1
PAL Rarity: 3

5.7

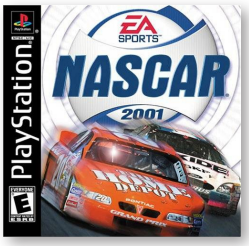
NTSC Rarity: 3

NASCAR 2001

Developer Black Box Games
Publisher Electronic Arts
Release date (us) October 30, 2000
Genre Racing
Players 1-2 Players

NASCAR 2001 was the fourth game in the NASCAR series, and became the first from EA Sports' NASCAR series to be released for the PS2.

NASCAR 2001 was the final game that featured Dale Earnhardt as a regular full-time driver, prior to his death in the 2001 Daytona 500.



6.8

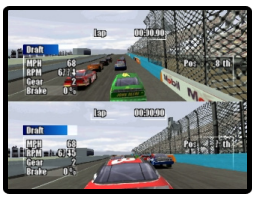
NTSC Rarity: 1

NASCAR Heat

Developer Digital Illusions CE AB
Publisher Hasbro Interactive
Release date (us) November 6, 2000
Genre Racing
Players 1-2 Players

NASCAR Heat offers 38 challenges in six increasingly difficult "sets", where the player can choose one of 27 famous NASCAR drivers and their cars.

The game contains a tribute to NASCAR Nationwide and Sprint Cup Series drivers Adam Petty and Kenny Irwin, Jr., who were killed in separate practice run crashes at the New Hampshire Motor Speedway in 2000.



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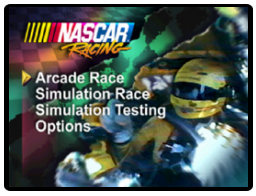
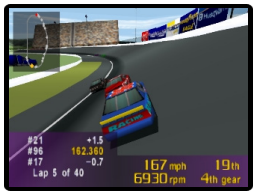




NTSC Rarity: 3

NASCAR Racing

Developer Papyrus Design Group, Inc.
Publisher Sierra Entertainment
Release date (us) September 30, 1996
Genre Racing
Players 1 Player

NASCAR Racing presents three different game modes: Arcade Race, Simulation Race, and Simulation Testing.

The game features 16 licensed NASCAR tracks such as the Red Rock Raceway and the Bull Run Raceway. 3 of these tracks also have a night time version. There is also 2 fantasy tracks available to race on. The game also features 20 real NASCAR drivers from the 1996 season, and their respective car details.

NASCAR Rumble

8.1

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) February 3, 2000
Genre	Racing
Players	1-2 Players

In NASCAR Rumble, the player can race through 18 different courses set in six different areas collecting powerups to aid them. The game is a great departure to many NASCAR games, as this game is an arcade racing featuring various tracks and Mario Kart esque powerups.

A non-NASCAR licensed sequel was made for the PlayStation 2, called Rumble Racing.

NTSC Rarity: 1

NASCAR Thunder 2002

5.9

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) October 2, 2001
Genre	Racing
Players	1-2 Players

NASCAR Thunder 2002 is the first of the series to have a new title, where the other games simply read “NASCAR”, followed by the year. Notably, it is the first NASCAR game to feature alternate paint schemes on the cars. It featured the 2001 Cup Series Champion Jeff Gordon on its cover and 2000 Cup Series Champion Bobby Labonte on the disc.

The game was also the first NASCAR game released for the Xbox and the second released for the PS2.

NTSC Rarity: 1

NASCAR Thunder 2003

6.0

Developer	Black Box Games
Publisher	Electronic Arts
Release date	(us) September 19, 2002
Genre	Racing
Players	1-2 Players

NASCAR Thunder 2003 offers NASCAR Winston Cup fans Quick Race, Single Race, Season, and Thunder Plate challenge modes, customizable car skins, enhanced stability control and auto-braking, and multiple gameplay options. Ten fantasy road courses and a 1950s Daytona Beach track complement 23 regular NASCAR circuits, with action for up to two players in head-to-head competition.

NTSC Rarity: 1

5.8

NTSC Rarity: 1

NASCAR Thunder 2004

Developer Black Box Games
Publisher Electronic Arts
Release date (us) September 16, 2003
Genre Racing
Players 1-2 Players

NASCAR Thunder 2004 features the 2002 champion Tony Stewart on the cover with a scowling look to represent the new Grudges and Alliances feature. The game had the most extensive soundtrack of the series up from four songs from the previous game. The game also has a career mode, season mode, Lightning Challenge mode, SpeedZone, as well as a tutorial mode featuring Richard Petty.

6.6

NTSC Rarity: 3
PAL Rarity: 3

NBA Basketball 2000

Developer Radical Entertainment
Publisher Fox Interactive
Release date (us) October 31, 1999
(eu) October 31, 1999
Genre Sports
Players 1-8 Players

NBA Basketball 2000 is an officially licensed NBA basketball game. It features 340 actual NBA players with authentic faces, and 33 NBA all-star and rookie teams. Each player has a complete set of statistics and record history in the game.

Game modes include: season modes, all-star games, and exhibition.

8.0

NTSC Rarity: 3
PAL Rarity: 3

NBA Fastbreak '98

Developer Visual Concepts
Publisher Midway Home Entertainment
Release date (us) November 10, 1997
(eu) December 1, 1998
Genre Sports
Players 1-8 Players

NBA Fastbreak '98 takes place during the 1997-98 National Basketball Association season, and includes 29 NBA teams with an option to view the on-court action from 11 different camera angles. The player can also create a custom player with individual ratings in such categories as agility and shot accuracy before adding him to the free agent list.

NBA Hangtime

6.7

Developer Director's Cut
Publisher Midway
Release date (us) May 15, 1997
Genre Sports
Players 1-4 Players

NBA Hangtime was originally released for arcade in 1996. The game is a two-on-two hoops contest in the tradition of NBA Jam and NBA Jam T.E. Players can choose from 29 NBA teams and 145 professional stars with ratings based on the 1995-96 season, or create their own players and save them directly to memory card. The player can customize the athlete's head, uniform, attributes, or name, and then build his ratings by winning games or correctly answering trivia questions.

NTSC Rarity: 3

NBA Hoopz

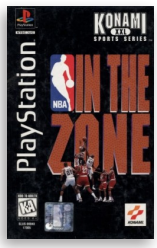
7.6

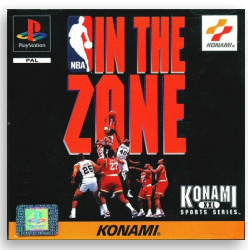
Developer Eurocom Entertainment Software
Publisher Midway Games
Release date (us) February 12, 2001
(eu) April 13, 2001
Genre Sports
Players 1-6 Players

NBA Hoopz is a descendant of NBA Jam and NBA Hangtime and a sequel to NBA Showtime: NBA on NBC.

Rather than 5 on 5 action like professional play, this game features 3 on 3 play. Using players from the NBA, each player chooses a guard, forward, and center from the team's NBA roster for the first half and can make substitutions for the second half.

NTSC Rarity: 5
PAL Rarity: 2



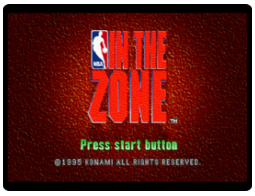


NBA In The Zone

8.0

Developer Konami
Publisher Konami
Release date (us) December 14, 1995
(eu) April 14, 1996
Genre Sports
Players 1-2 Players

NBA in the zone is the first in the NBA in the Zone series, which is considered a true simulation of the NBA. There are 29 teams to choose from with a full compliment of rosters from the 1996 season and a plethora of offensive and defensive plays to use against their opponents with trick shots like behind-the-back passes, skyhooks, alley-oops, fade-away jumpers and the slam dunk.



NTSC Rarity: 3
PAL Rarity: 4

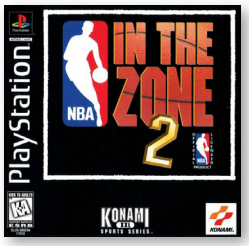
NBA In The Zone 2

7.2

NTSC Rarity: 3
PAL Rarity: 3

Developer Konami
Publisher Konami
Release date (us) November 21, 1996
(eu) November 21, 1996
Genre Sports
Players 1-8 Players

After last years title, Konami has added new features to ITZ2 to improve the series. Featuring different play modes such as exhibition and full season play, as well as containing full rosters for all the NBA teams and the ability to make substitutions, ITZ2 is loaded. The AI is also improved in the game, making it harder to drive to the basket, gamers have a greater chance of getting fouled-out, with increased foul elements.



NBA In The Zone '98

7.2

NTSC Rarity: 2
PAL Rarity: 3

Developer Konami
Publisher Konami
Release date (us) January 31, 1998
(eu) April 10, 1998
Genre Sports
Players 1-8 Players

NBA in the Zone 98 features over 300 different moves, everything from players signature moves to no-look passing, fade away shots, blocking, stealing, behind-the-back dribbling, among other. Like last years title, NBA in the Zone 98 features a variety of play modes, the standard Exhibiton and Seasons Play, as well as full rosters for every NBA team (12 players per team), new dunks and more.

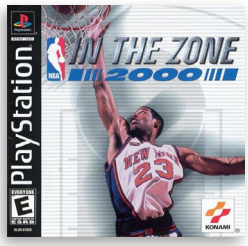
NBA In The Zone '99

8.1

NTSC Rarity: 3
PAL Rarity: 3

Developer Konami
Publisher Konami
Release date (us) March 31, 1999
(eu) March 31, 1999
Genre Sports
Players 1-8 Players

Konami's fourth basketball game for the PlayStation brings together 29 NBA teams and over 300 authentic players with ratings based on the 1997-98 season. Added features include a 50-game schedule, NBA arena announcer Ray Clay, new motion-captured animations, and both three-point and slam dunk contests. As in previous games, the camera can be switched to different angles and zoomed in or out to offer multiple views of the court.



NBA In The Zone 2000

7.4

Developer	Konami
Publisher	Konami
Release date	(us) February 2, 2000
	(eu) February 2, 2000
Genre	Sports
Players	1-8 Players

NBA in the Zone 2000 allows players to choose to lead any of the 29 NBA teams and features play-by-play commentary from Ray Clay. Players go five-on-five, performing classic motion-captured moves in 3D rendered hard court arenas. For entertainment and diversion from the main event, players can also enter a three-point shootout or a slam-dunk contest.

NTSC Rarity: 5
PAL Rarity: 3

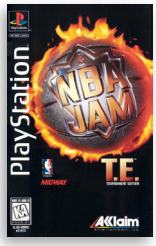
NBA Jam Extreme

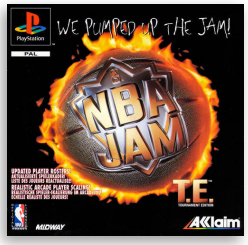
6.1

Developer	Acclaim
Publisher	Sculptured Software
Release date	(us) October 31, 1996
	(eu) November 29, 1996
Genre	Sports
Players	1-4 Players

NBA Jam Extreme is based on the 1996–97 NBA season. After Midway Games released two NBA Jam games, Acclaim, the developers of the home versions of Jam, ended up winning the exclusive rights to use the NBA Jam name. NBA Jam Extreme was the first Jam game from Acclaim, as well as the first edition of the game to use 3D graphics.

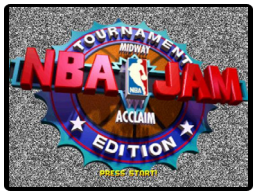
NTSC Rarity: 5
PAL Rarity: 3





NBA Jam Tournament Edition

7.7



Developer	Iguana Entertainment
Publisher	Acclaim Entertaiment
Release date	(us) xxx
	(eu) January 10, 1996
Genre	Sports
Players	1-4 Players

NBA Jam T.E. features 2-on-2 fast-paced and unrealistic basketball. Following in the tradition of NBA Jam this game is filled with super dunks and has no out-of-bounds. Also featured are 9-point plays, rookie and all-star teams, injuries, and fatigue. A variety of power-ups allow: monster jams from anywhere, speed increase, power increase, unlimited turbo, increased 3-point ability, catch fire, and a bomb that flattens all of the other players.

NTSC Rarity: 4
PAL Rarity: 2

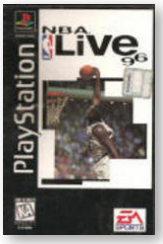
6.8

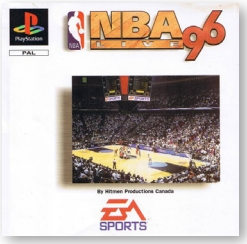
NTSC Rarity: 2
PAL Rarity: 3

NBA Live 96

Developer EA Sports
Publisher EA Sports
Release date (us) March 10, 1996
(eu) May 1, 1996
Genre Sports
Players 1-8 Players

NBA Live 96 is the second installment of the NBA Live video games series. The PlayStation version were the first games in the series to feature a 3D rendered court, allowing for multiple camera angles using EA's "Virtual Stadium" technology (also used by FIFA Soccer 96 and NHL 96). The on-court player graphics remained 2D sprites. It was also the first NBA Live game released for the PlayStation.





6.8

NTSC Rarity: 1
PAL Rarity: 3

NBA Live 97

Developer EA Canada
Publisher THQ
Release date (us) October 31, 1996
(eu) December, 1996
Genre Sports
Players 1-8 Players

NBA Live 97 is a basketball game with an emphasis on realism. Players can choose from all of the NBA teams, create a team with players they create themselves, or choose a team formed by the All-Star players of the east or West coasts. There are over 60 offensive and 10 defensive set-ups. Match options include an exhibition match, a whole season or the playoffs.

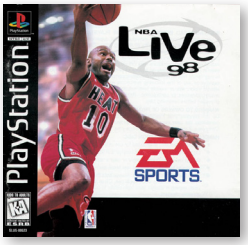
7.4

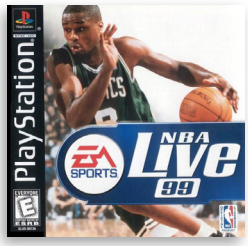
NTSC Rarity: 1
PAL Rarity: 2

NBA Live 98

Developer EA Canada
Publisher Electronic Arts
Release date (us) November 30, 1997
(eu) December, 1997
Genre Sports
Players 1-8 Players

NBA Live 98 introduced various innovations to the series, including the now standard feature of passing to any teammate with a single button press. The game also made various graphical improvements, with new player models and faces modeled after actual player photographs. The PlayStation version have Ernie Johnson as studio announcer and TNT/TBS color analyst Verne Lundquist doing play-by-play commentary.





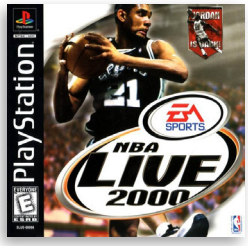
NBA Live 99

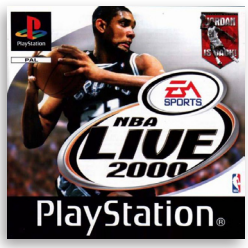
7.0

Developer NuFX, Inc.
Publisher Electronic Arts
Release date (us) October 31, 1998
(eu) December 4, 1998
Genre Sports
Players 1-8 Players

NBA Live 99 is EA Sports' NBA release for the 1998–99 NBA season. Some of the major additions in Live 99 include Practice Mode and multi-season play featuring player development between seasons. Although it did not feature free agency or generated rookies, it would turn out to be the forerunner to Franchise Mode.

NTSC Rarity: 1
PAL Rarity: 2





NBA Live 2000

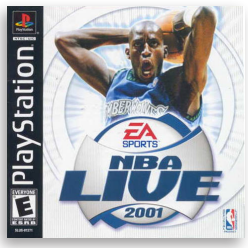
7.0

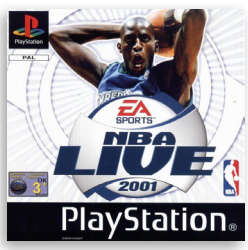
Developer EA Canada
Publisher Electronics Arts
Release date (us) November 2, 1999
(eu) November 16, 1999
Genre Sports
Players 1-8 Players

NBA Live 2000 was the first game to include legendary players, including Michael Jordan who made his first (official) appearance in the series. Also included was the one-on-One Mode. The game was the first (and last) game to feature the team of Don Poier and Reggie Theus on commentary.

The game was the final NBA Live game released for the N64.

NTSC Rarity: 1
PAL Rarity: 2





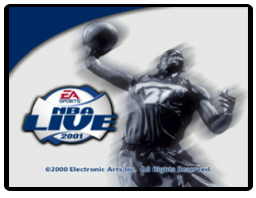
NBA Live 2001

6.9

Developer EA Sports
Publisher Electronic Arts
Release date (us) October 16, 2000
(eu) November 10, 2000
Genre Sports
Players 1-8 Players

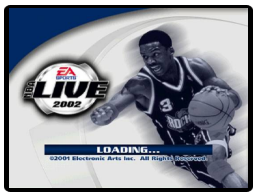
NBA Live 2001 has a improved trade system that can involve up to 3 teams and 15 players. Also featured, are the possibileties to play as legends such as Michael Jordan in 1-on-1 or 5-on-5.

The cover features Kevin Garnett as a member of the Minnesota Timberwolves and in Lithuania copies of NBA Live 2001, it featured Arvydas Sabonis.



NTSC Rarity: 1
PAL Rarity: 2

6.9



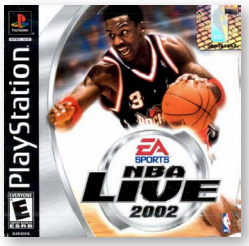
NTSC Rarity: 1
PAL Rarity: 2

NBA Live 2002

Developer EA Sports
Publisher Electronic Arts
Release date (us) October 30, 2001
(eu) November 23, 2001
Genre Sports
Players 1-8 Players

NBA Live 2002 has an expanded team rosters that reflect the 2001-2002 season, as well as updated team logos, uniforms, and courts.

The game was commentated by Don Poier and former NBA player Bob Elliot.



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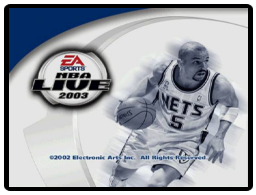


NTSC Rarity: 1
PAL Rarity: 3

NBA Live 2003

Developer NuFX, Inc.
Publisher Electronic Arts
Release date (us) October 8, 2002
(eu) November 16, 2002
Genre Sports
Players 1-8 Players

The 2003 version of the NBA simulator has improved graphics in relation to the previous installments and features like detailed faces and a player design engine. It also has rosters in accordance to the 2002-2003 Season.

The game controls have been tweaked in an effort to facilitate seamless dribbling move, dunks, and shot blocking.

6.6

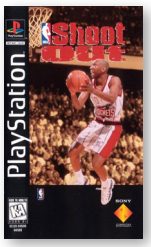
NTSC Rarity: 4
PAL Rarity: 2

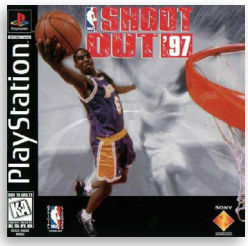
NBA ShootOut

Developer Team SOHO
Publisher SCEA
Release date (us) March 20, 1996
(eu) March 10, 1996
Genre Sports
Players 1-8 Players

NBA ShootOut is the first entry of Sony's basketball franchise that has all 29 NBA teams and their respective logos of that time as well as updated rosters with 300 major players. The players animations were motion captured and represented by 3D polygons.

It has the standard modes: Exhibition, Season and Playoffs.





NBA ShootOut '97

Developer Team SOHO
Publisher SCE
Release date (us) March 1, 1997
(eu) March 20, 1997
Genre Sports
Players 1-8 Players

NBA ShootOut `97 was one of the first few games to be developed by SCEE's internal studio. The official basketball simulation is endorsed by the NBA, and features all of the teams from the '97 season. The game features real player likenesses, names and stats. There is also the facility to create customised players.

7.4

NTSC Rarity: 1
PAL Rarity: 1

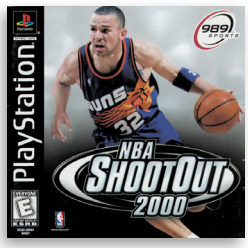
NBA ShootOut 98

Developer SCEA
Publisher SCE
Release date (us) February 28, 1998
(eu) May 15, 1998
Genre Sports
Players 1-8 Players

NBA Shootout 98 features all 29 NBA teams from the 1998 season. The game modes included are Exhibition, Season, and Playoffs. The game also features a draft mode and a player creation option. The game contains player and league leader stat tracking. During the game, players can use the Total Control Dunking which lets the player perform various types of slam dunks.

6.8

NTSC Rarity: 1
PAL Rarity: 1



NBA ShootOut 2000

Developer 989 Sports
Publisher 989 Sports
Release date (us) November 30, 1999
Genre Sports
Players 1-8 Players

NBA Shootout 2000 features all 29 NBA teams from the 1999-2000 NBA season. The game modes included are Exhibition, Season (28, 56, or 82 games), and Playoffs (either the 5-7-7-7 game series or single elimination format). There is also a Create Dunk mode which lets players create signature dunks by positioning the limbs of the basketball players in all sorts of different ways.

7.0

NTSC Rarity: 1

6.0

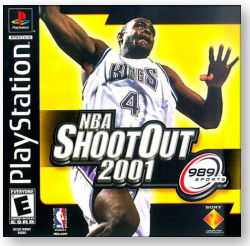
NTSC Rarity: 2

NBA ShootOut 2001

Developer Killer Game
Publisher 989 Sports
Release date (us) October 25, 2000
Genre Sports
Players 1-8 Players

NBA Shootout 2001 features over 400 different plays to choose from including team specific plays and also has awards such as Defensive Player of the Year, Rookie of the Year and MVP that is handed out in season mode. Players can also play against each other in a versus mode.

The game has the standard set of modes that included exhibition, playoff and season mode.



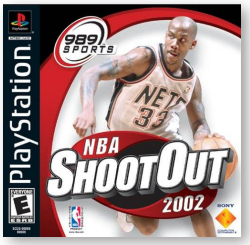
5.0

NTSC Rarity: 2

NBA ShootOut 2002

Developer 989 Sports
Publisher SCEA
Release date (us) September 1, 2001
Genre Sports
Players 1-8 Players

NBA Shootout 2002 is another iteration of the Shootout series with the obligatory roster change for the 2000-2001 season including the standard game modes such as exhibition, season, tournament and multiplayer options. It features a full NBA license with all the teams with their respective names and logos and boasts an authentic feel with motion-capture animation and texture mapping of the top NBA players of the time.



6.0

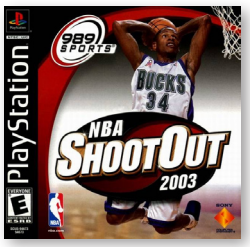
NTSC Rarity: 2

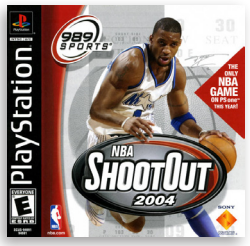
NBA ShootOut 2003

Developer Killer Game
Publisher 989 Studios
Release date (us) September 29, 2002
Genre Sports
Players 1-8 Players

NBA ShootOut 2003 offers three separate game modes: Exhibition, Season, and Playoff. For special features, NBA ShootOut 2003 once again allows gamers to create their own NBA superstar with the Create Player feature. Additionally, in the Create Dunk mode, gamers can design their own high-flying dunks.

To make controls easier on players, NBA ShootOut 2003 offers 18 one-touch player commands.





NBA ShootOut 2004

5.5

Developer 989 Sports
Publisher SCEA
Release date (us) September 13, 2003
Genre Sports
Players 1-8 Players

NBA ShootOut 2004 continues Sony's basketball series that began in 1995. While the core engine remains the same as in previous versions, the graphics have been touched up in an attempt to deliver more realistic looking players and courts. Once again players can guide their NBA team to victory using the Total Control system for precision passing, screening, dribbling, and shooting, with more than 50 authentic dunks available to finish off a play in style.

NTSC Rarity: 1

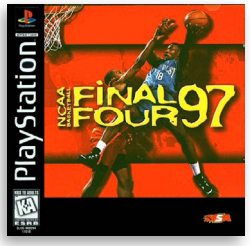
NBA Showtime: NBA on NBC

7.8

Developer Eurocom Entertainment Software
Publisher Midway
Release date (us) November 16, 1999
(eu) April 28, 2000
Genre Sports
Players 1-4 Players

NBA Showtime: NBA on NBC is a descendant of the original NBA Jam, and is created by some of the key team members. The game follows in the footsteps of NFL Blitz, featuring the option to save personal records and a cheat code system operated by pressing a sequence of buttons. It also features unlock-able characters, including NBA team mascots, and the "On-Fire" option that defines Midway's sports games.

NTSC Rarity: 3
PAL Rarity: 3



NCAA Basketball Final Four 97

6.5

Developer High Voltage Software
Publisher Mindscape Inc.
Release date (us) March 31, 1997
Genre Sports
Players 1-8 Players

NCAA Basketball Final Four '97 feature 64 big name colleges (such as Kansas, North Carolina, Notre Dame, and Indiana), represented by team names, logos, and stadiums. Each team is rated according to player statistics. Up to eight people can compete in exhibition play, a 30 game season, or a single elimination six round tournament.

NTSC Rarity: 3

NCAA Final Four 99

6.7

NTSC Rarity: 1

Developer	Killer Game
Publisher	989 Sports
Release date	(us) December 31, 1998
Genre	Sports
Players	1-8 Players

In 989 Sports' first college basketball game for the PlayStation, NCAA Final Four 99 brings together over 250 Division I teams for play in three game modes: Exhibition, Season or an NCAA 64-team Tournament. Quinn Buckner provides full play-by-play commentary to complement a TV-style presentation with multiple camera angles and a Sixth Man Meter to gauge crowd noise.

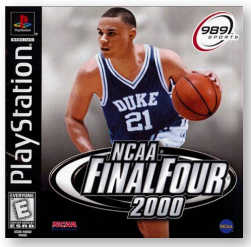
NCAA Final Four 2000

6.6

NTSC Rarity: 1

Developer	989 Sports
Publisher	989 Sports
Release date	(us) October 31, 1999
Genre	Sports
Players	1-8 Players

Game modes include an Exhibition game, Season, Tournament, or an Arcade game (Exhibition with no rules). Some special features of NCAA Final Four 2000 include: AI and playbooks designed by University of Georgia head coach Jim Harrick, motion-captured animations courtesy of athletes like Trajan Langdon, Touch Shooting, analysis by ESPN's Quinn Buckner, and authentic collegiate fight songs and crowd chants.



NCAA Final Four 2001

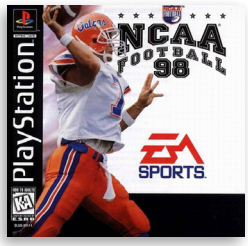
5.8

NTSC Rarity: 1

Developer	989 Sports
Publisher	SCEA
Release date	(us) November 13, 2000
Genre	Sports
Players	1-8 Players

NCAA Final Four 2001 is the continuation of 989 Sports long running NCAA basketball franchise and the first for the PS2. The game once again returns with 31 NCAA Division 1-A schools along with over 300 of the top teams of the time.

Quinn Buckner makes an appearance to lend his voice for play-by-play commentary.



NCAA Football 98

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) August 5, 1997
Genre	Sports
Players	1-8 Players

NCAA 98 is College football simulation based on all Division 1A teams in existance as of 1997. The player start off by choosing a game based on a exhibition, Great Game, or season game. Then choose from any of the Division 1A teams to start the game.

The game also includes school fight songs for 25 of the biggest teams.

7.4

NTSC Rarity: 1

NCAA Football 99

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) August 1, 1998
Genre	Sports
Players	1-8 Players

NCAA Football 99 was the sixth edition of the game. The game featured all 112 Division I-A teams at the time and also featured 3D, polygon-rendered players for the first time in the franchise's history. Additional features included the ability to create players, edit player names, sixty fight songs and crowd chants. Over eighty historical teams were added to the game, as well. The Heisman Memorial Trophy replaces the 'EA Sports MVP" trophy and other awards are given out.

7.5

NTSC Rarity: 1

NCAA Football 2000

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) June 30, 1999
Genre	Sports
Players	1-8 Players

NCAA Football 2000 included all 114 Division I-A schools and 26 from Division I-AA. It also featured new 3D polygon-rendered players, which are fully displayed in multiple camera angles during gameplay.

Other notable additions include coaching tips, 23 bowls (up from four), the ability to edit new plays, and the official Heisman Trophy award.

6.1

NTSC Rarity: 1

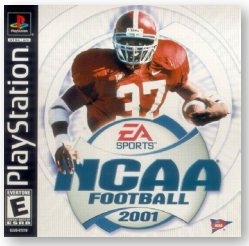
6.1

NTSC Rarity: 1

NCAA Football 2001

Developer EA Tiburon
Publisher Electronic Arts
Release date (us) July 26, 2000
Genre Sports
Players 1-8 Players

NCAA Football 2001 included Create-a-player, Create-a-school, Custom League (up to eight teams, double round-robin, plus playoff), Custom Tournament (up to 16 teams, double elimination), and fully customizable Season/Dynasty schedules (which allowed players to violate conference obligations in rescheduling opponents). This was also the final installment which allowed a playoff at the end of the season in dynasty mode (24 teams).



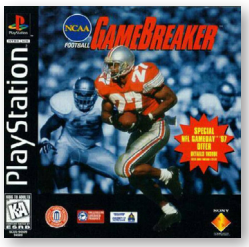
7.7

NTSC Rarity: 2

NCAA Gamebreaker

Developer SCEA
Publisher SCEA
Release date (us) August 31, 1996
Genre Sports
Players 1-8 Players

NCAA Football GameBreaker was the first college football game released for the PlayStation. The game includes 111 Division I-A, the top I-AA, and some of the greatest college teams of all-time. Along with the modern teams based on the 1995 season, GameBreaker includes ten Division I-A Conferences such as the BIG 12 and PAC 10. Players can compete in Exhibition, Season Play with Bowls, Season Play with Tournament, or the National Championship Tournament.



6.3

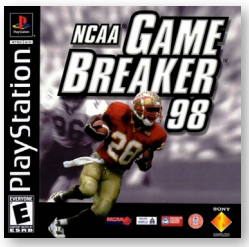
NTSC Rarity: 3

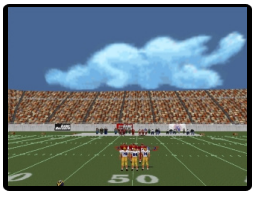
NCAA Gamebreaker 98

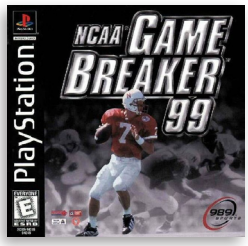
Developer SCEA
Publisher SCEA
Release date (us) August 1, 1997
Genre Sports
Players 1-8 Players

NCAA Gamebreaker 98 contains all 112 Division 1A Teams with their team specific playbooks along with 130 different NCAA stadiums. The game also contains over 40 classic teams to play as.

Gameplay is similar to what is found in NFL GameDay ‘98, but with more emphasis on college plays and rules.







NCAA Gamebreaker 99

7.5

Developer	989 Sports
Publisher	989 Sports
Release date	(us) October 31, 1998
Genre	Sports
Players	1-8 Players

GameBreaker 99 is the NCAA counterpart to NFL GameDay 99. This second installment in 989's college football series features 162 division 1-A teams (including historical teams), 18 bowl games, accurately modeled stadiums, custom play design, and team management functions (including blue chip recruiting). Broadcaster Keith Jackson also makes his videogame debut in GB99 as the color commentator.

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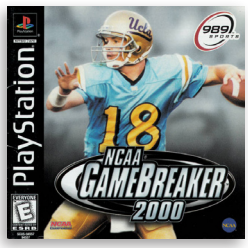
NTSC Rarity: 1



NCAA Gamebreaker 2000

8.0

Developer	Red Zone Entertainment
Publisher	989 Sports
Release date	(us) July 31, 1999
Genre	Sports
Players	1-8 Players

The fourth game in the annual GameBreaker series for the PlayStation includes 144 Division I-A teams based on the 1998 season, 60 classic teams from yesteryear and multiple college bowl games to heighten the atmosphere. As with the last two games in the series, NCAA GameBreaker 2000 features polygonal graphics, 3D modeled stadiums and multiple camera angles in an attempt to recreate a TV-style presentation.

NTSC Rarity: 1

NCAA Gamebreaker 2001

5.5

Developer	989 Sports
Publisher	SCEA
Release date	(us) August 21, 2000
Genre	Sports
Players	1-8 Players

Like previous games in 989 Studios' GameBreaker series, NCAA GameBreaker 2001 is a counterpart to their NFL GameDay series. The player start out as a bottom-rung coach at one of the 115 division 1-A college teams and as performance increases, the player obtain promotions and offers from other schools. As with the previous games, broadcaster Keith Jackson returns to provide voice commentary.

NTSC Rarity: 1

NCAA March Madness 98

6.0

NTSC Rarity: 1

Developer	Scoreboard Productions
Publisher	EA Sports
Release date	(us) February 28, 1998
Genre	Sports
Players	1-8 Players

NCAA March Madness 98 was the 1998 installment in the NCAA March Madness series. Former Wake Forest player and current San Antonio Spurs player Tim Duncan is featured on the cover.

The game include the NCAA Tournament, 107 division 1A teams, 9 women's teams, team specific fight songs and chants, plus authentic college uniforms and logos.

NCAA March Madness 99

6.0

NTSC Rarity: 1

Developer	Scoreboard Productions
Publisher	Electronics Arts
Release date	(us) November 30, 1998
Genre	Sports
Players	1-8 Players

Electronic Arts' second college basketball game for the PlayStation expands upon the features first seen in March Madness 98. Now there are over 140 teams to choose from, including 107 Division I men's, 16 top women's (from 1998), 20 historical, and four Electronic Arts teams. The six game modes are as follows: Exhibition, Tournament, Practice, Women's Sweet Sixteen, Three-Point Shootout, and Dynasty.

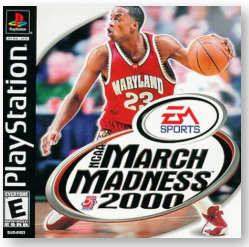
NCAA March Madness 2000

6.8

NTSC Rarity: 1

Developer	Scoreboard Productions
Publisher	Electronics Arts
Release date	(us) September 30, 1999
Genre	Sports
Players	1-8 Players

March Madness 2000 is the third title in EA Sports' college basketball franchise. This time, there are over 200 teams to choose from, including 16 top women's programs. The teams have unique playbooks, play styles and fight songs. Game options include exhibition games and tournaments. The game features commentary by Dick Vitale.



NCAA March Madness 2001

5.0

Developer Black Ops Entertainment, Inc.
Publisher Electronic Arts
Release date (us) December 6, 2000
Genre Sports
Players 1-8 Players

NCAA March Madness 2001 has most of the features from the 2000 edition like exhibition and tournament games, women's teams and Dynasty Mode. New features for the 2001 edition include Coach Mode, where players build a career until they land a job with a Division I team by achieving certain goals like finishing a season with a winning record or defeating several ranked teams. There's also a Dream Tournament, featuring the 64 greatest teams of all time.

NTSC Rarity: 1

Necronomicon: The Dawning of Darkness

6.3

Developer Cryo Interactive Entertainment
Publisher Wanadoo
Release date (eu) November 9, 2001
Genre Adventure
Players 1 Player

Necronomicon - The Dawning of Darkness is a adventure game inspired by the writings of H.P. Lovecraft.

The game is set in 1927, where the ordinary life of William H. Stanton is affected by matters of the occult and darker truths about our world.

PAL Rarity: 3

Nectaris: Military Madness

7.0

Developer Matrix Software
Publisher Jaleco
Release date (us) December 10, 1998
Genre Strategy
Players 1-2 Players

Nectaris: Military Madness is essentially an updated version of the Turbografx-16 classic, Military Madness. The main campaign goes through a series of over 30 different battlefields. Gameplay involves moving various units on an overhead map of the battlefield. Units movement are done on hexagonal grids. Once the players units make their moves, it is then their opponents turn to move their units.

NTSC Rarity: 5

6.7

NTSC Rarity: 1
PAL Rarity: 3

Need for Speed II

Developer EA Canada
Publisher Electronic Arts
Release date (us) March 31, 1997
(eu) May, 1997
Genre Racing
Players 1-2 Players

Need for Speed II was developed by EA Canada. The lead programmer for the game was Laurent Ancessi with Wei Shoong Teh and Brad Gour as senior programmers. To ensure the physics of fast car handling and performance were as accurate as possible, the programmers collaborated with the manufactures of each vehicle.

7.8

NTSC Rarity: 1
PAL Rarity: 3

Need for Speed III: Hot Pursuit

Developer EA Canada
Publisher Electronic Arts
Release date (us) March 25, 1998
(eu) April, 1998
Genre Racing
Players 1-2 Players

With police pursuits reintegrated into the game, Hot Pursuit's gameplay now consists of two categories. The first encompasses standard racing, as it has been in its predecessors, The Need for Speed and Need for Speed II. The second category is dubbed "Hot Pursuit", where police pursuits are included in races; the mode allows the player to select a standard sports car to race against a single opponent in a police-scattered track.

7.9

NTSC Rarity: 1
PAL Rarity: 3

Need for Speed: High Stakes

Developer EA Canada
Publisher Electronic Arts
Release date (us) March 1, 1999
(eu) March 26, 1999
Genre Racing
Players 1-2 Players

Need for Speed: High Stakes, released as Need for Speed: Road Challenge in Europe and Brazil, is the fourth game in the Need for Speed series, once again featuring a host of exotic sport cars and tracks located in Western Europe and North America. High Stakes is particularly notable within the series for being the first installment to include a vehicle damage model and a genre-standard "career" system.

Need for Speed: Porsche Unleashed

6.7

Developer Eden Studios
Publisher Electronic Arts
Release date (us) February 29, 2000
(eu) 2000
Genre Racing
Players 1-4 Players

Need for Speed: Porsche Unleashed gives the player the opportunity to race Porsche cars throughout a range of tracks located in Europe. The cars were studied in detail in terms of driving mechanics in order to create a realistic simulation. The premise of the game remains largely the same compared to previous games in the series: driving and racing sports cars. However, the game only offers Porsches.

NTSC Rarity: 1
PAL Rarity: 3

Need for Speed: V-Rally

5.9

Developer Infogrames
Publisher Electronic Arts
Release date (us) September 30, 1997
(eu) July, 1997
Genre Racing
Players 1-2 Players

V-Rally: Championship Edition, known as Need for Speed: V-Rally in North America, is a rally racing game. Unlike other rally games available at the time, such as Colin McRae Rally, V-Rally allowed two players to race directly against one another, rather than against the clock, in a split screen mode. In both games, players can race in 10 locations with 11 official World Rally Championship cars.

NTSC Rarity: 1
PAL Rarity: 1

Need for Speed: V-Rally 2

7.6

Developer Eden Studios
Publisher Electronic Arts
Release date (us) October 31, 1999
(eu) July 2, 1999
Genre Racing
Players 1-4 Players

Need for Speed: V-Rally 2, known as V-Rally 2 Championship Edition in Europe, features rally cars that competed in the 1999 FIA World Rally Championship season (16 in the Championship Edition and 26 in the Expert Edition). There are over 80 original tracks which represent all of the rallies of the 1999 season, excluding Greece and Safari.

NTSC Rarity: 1
PAL Rarity: 1

6.5

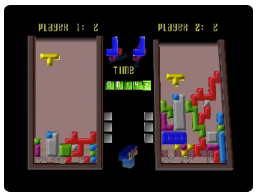
NTSC Rarity: 3
PAL Rarity: 3

Newman/Haas Racing

Developer	Studio 33
Publisher	Psygnosis
Release date	(us) March 31, 1998 (eu) April 10, 1998
Genre	Racing
Players	1-2 Players

Newman Haas Racing is a racing game developed in conjunction with the real-life Newman/Haas racing team. The game features 16 official drivers, cars and 11 tracks from the Indy Car series. The tracks include Houston, Laguna Seca Raceway, The Milwaukee Mile, Long Beach and more. The graphics engine is based upon Psygnosis' Formula One game.

7.0



NTSC Rarity: 5
PAL Rarity: 3

The Next Tetris

Developer	Blue Planet Software
Publisher	Atari
Release date	(us) May 31, 1999 (eu) June 10, 1999
Genre	Puzzle
Players	1-2 Players

The Next Tetris is based on the original Tetris, that was created by Russian designer Alexey Pajitnov, it includes a copy of the original game, complete with enhanced graphics and sound.

The game also introduces several new elements, like special multi-colored puzzle pieces that can separate and fall when they land, among other.

7.8

NTSC Rarity: 2

NFL Blitz

Developer	Midway Home Entertainment
Publisher	Midway Home Entertainment
Release date	(us) September 10, 1998
Genre	Sports
Players	1-2 Players

NFL Blitz is a series of American football themed video games by Midway featuring the teams of the National Football League. It first began as a 1997 arcade game but was eventually ported to home consoles and spawned several sequels.

The game gives the National Football League the same over-the-top treatment that Midway had used so effectively with NBA Jam, with exaggerated muscle-bound player models.

NFL Blitz 2000

7.4

Developer	Midway Home Entertainment
Publisher	Midway Home Entertainment
Release date	(us) August 24, 1999 (eu) March 12, 2000
Genre	Sports
Players	1-4 Players

Continuing Midway's popular NFL Blitz franchise, the 2000 version comes with some new additions in the form of a season mode, a simpler passing system based on preset buttons as well as a limited yet functional play-book editor.

Also included are new audible calls and voice-overs, smoother animations and new stadiums to play in.

NTSC Rarity: 3
PAL Rarity: 2

NFL Blitz 2001

7.0

Developer	Point of View, Inc.
Publisher	Midway Home Entertainment
Release date	(us) September 12, 2000
Genre	Sports
Players	1-4 Players

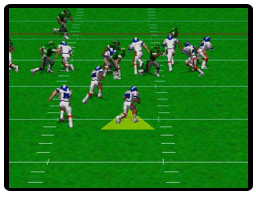
Blitz 2001 follows in the path of the 2000 version's upgrade, keeping nearly the same interface as the previous year's game. The basic rules of football are in place for any given game, but beyond that, nearly anything is legal.

The game contains Single Game, Season, and Tournament modes, as well as the popular multiplayer component, which can support up to four players with the multi-tap.

NTSC Rarity: 2

NFL Full Contact

6.0



Developer	Robin Antonick Games, L.L.C.
Publisher	Konami
Release date	(us) August 10, 1996
Genre	Sports
Players	1-2 Players

Konami's first football game on PlayStation features over 1,500 motion-captured players with ratings based on the 1995 season, 30 NFL teams, and moves that include high steps, speed bursts, and spins.

Four camera angles let players view the action from the sidelines, high above the stadium, diagonally, or directly behind the activated player.

NTSC Rarity: 4

6.3

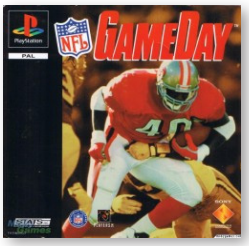
NTSC Rarity: 1
PAL Rarity: 4

NFL GameDay

Developer SCEA
Publisher SCE
Release date (us) November 10, 1995
(eu) May 10, 1996
Genre Sports
Players 1-2 Players

NFL GameDay was the first video game in the NFL GameDay series. It was released as a competitor to the Madden football game series.

There are four gameplay options including Preseason, Regular Season, the Playoffs and the season-ending Super Bowl.



6.9

NTSC Rarity: 1

NFL GameDay '97

Developer SCEA
Publisher SCEA
Release date (us) November 30, 1996
Genre Sports
Players 1-8 Players

NFL GameDay '97 features AI opponent who will learn the players play. Team management is included, with the ability to sign free agents, draft and trade players, or create a star quarterback or punishing lineman. Players can guide a team through Preseason, Regular Season, Playoffs and the Super Bowl.

The NFL license includes thirty modeled stadiums with authentic team logos and over 500 plays designed by real players.

7.1

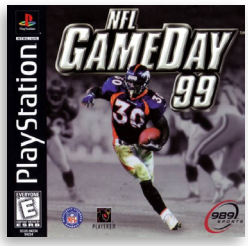
NTSC Rarity: 1

NFL GameDay 98

Developer 989 Studios
Publisher SCEA
Release date (us) July 31, 1997
Genre Sports
Players 1-8 Players

GameDay '98 features new 3D polygon models and motion capturing provided by real NFL players. Animations include high stepping, juking, stiff arm, dive over the pile, and twenty different touchdown dances.

There are also multiple game enhancements and features such as: Full team, player and league leader stat tracking. Trade, release or create players or participate in a "six round draft."



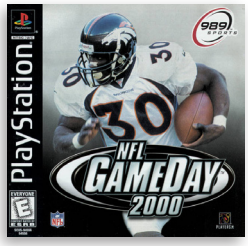
NFL GameDay 99

7.0

Developer	Red Line Studios
Publisher	989 Studios
Release date	(us) July 31, 1998
Genre	Sports
Players	1-8 Players

NFL GameDay 99 offers several new features designed to improve the gameplay as well as the presentation. First off, the 3D graphics have returned but with double the amount of polygons--bringing the total close to 350 per player. The animations have also improved to deliver one-handed spinning catches, lunges and off-balanced throws. A new zooming camera system will bring players closer to the on-field action, with player photos and statistical updates during the game.

NTSC Rarity: 1

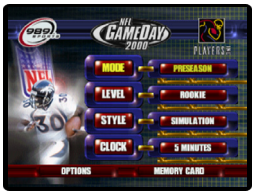


NFL GameDay 2000

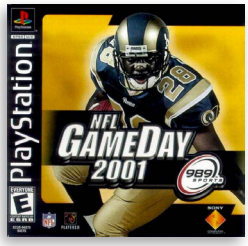
7.4

Developer	Red Zone Entertainment
Publisher	989 Sports
Release date	(us) July 31, 1999
Genre	Sports
Players	1-8 Players

GameDay 2000 includes one-handed grabs, diving into the end zone, and running out of bounds and slamming into the coach. Also new in this edition of the series is the addition of a play editor and general manager mode. With the play editor players can select patterns for their receivers and running backs as if they were the offensive coordinator. In general manager mode, players can play through multiple seasons with one team, cut players, sign free agents, make trades, and even draft players.



NTSC Rarity: 1



NFL GameDay 2001

6.3

Developer	989 Sports
Publisher	SCEA
Release date	(us) October 30, 2000
Genre	Sports
Players	1-8 Players

The play editor has been improved making it easier to make new patterns for the receivers and running backs. The general manager mode has also been changed, mostly to help players with the draft so they can easily see what areas of the team need improvement.

Game commentary and play-by-play are once again handled by Phil Simms and Dick Enberg.

NTSC Rarity: 1

6.0

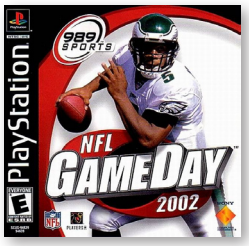
NTSC Rarity: 1

NFL GameDay 2002

Developer 989 Sports
Publisher SCEA
Release date (us) August 6, 2001
Genre Sports
Players 1-8 Players

NFL Gameday 2002 features a newly sophisticated AI system, designed to pick up on patterns in the gamer's play calling and adjust appropriately, emphasizing a need for strategic variety. Additional player moves add to the realism, incorporating pushes, shoves, and new blocks. Graphics have also been updated to present more realistic, recognizable players on the virtual gridiron.

"kimsufi.com"



4.7

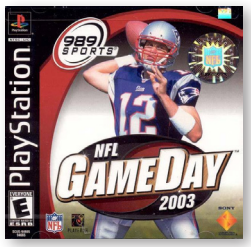
NTSC Rarity: 1

NFL GameDay 2003

Developer 989 Sports
Publisher SCEA
Release date (us) August 13, 2002
Genre Sports
Players 1-8 Players

As in the PS2 version of the title, all players and teams from the 2002 season are included here, along with the expansion Houston Texans.

The game features new tackles and big hits, allowing players to blast the ball loose from ball carriers and receivers on perfect hits.



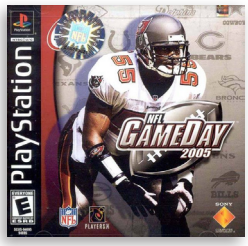
6.0

NTSC Rarity: 1

NFL GameDay 2004

Developer 989 Sports
Publisher SCEA
Release date (us) September 13, 2003
Genre Sports
Players 1-8 Players

The game includes new player models. New pressure sensitive controls determine how quickly a move is executed and how much speed/momentum the ball carrier will lose. New offensive and defensive AI opponents were created after endless hours of NFL film analysis by the development team to deliver the ultimate NFL simulation. Brand new playbooks with triple the amount of plays have been implemented to reflect the latest trends on offense and defence.



NFL GameDay 2005

5.0

Developer	989 Studios
Publisher	989 Sports
Release date	(us) August, 2004
Genre	Sports
Players	1-8 Players

NFL GameDay 2005 is the final game in the long-running series of American football games. The most important update includes the teams, uniforms, statistics and rosters of the 2003-2004 season. The main game modes are Exhibition, Season, Practice, Tournament and General Manager. In the last modes players can be traded and new talent can be recruited. It also contains enhanced graphics. Tackling is improved with a new system.

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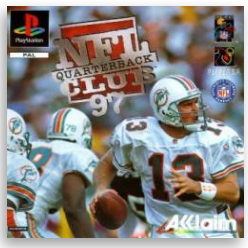
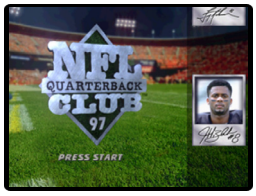
NTSC Rarity: 2



NFL Quarterback Club 97

7.4

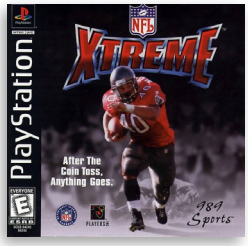


Developer	Iguana Entertainment
Publisher	Acclaim
Release date	(us) August 31, 1996 (eu) January, 1997
Genre	Sports
Players	1-8 Players

NFL Quarterback Club 97 utilizes many of the same gameplay elements seen in Madden NFL 97 - including the kicking T-meter, the three-quarter overhead primary camera angle, and the button assignments and controls.

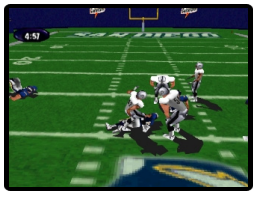
The game also boasts a historic simulation mode. Players can choose among 50 different classic NFL game situations and try to rewrite history.

NTSC Rarity: 3
PAL Rarity: 3



NFL Xtreme

6.5



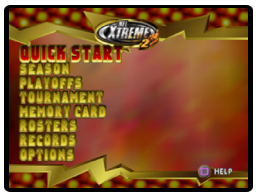
Developer	989 Sports
Publisher	SCEA
Release date	(us) June 30, 1998 (eu) October 10, 1998
Genre	Sports
Players	1-2 Players

NFL Xtreme was 989 Studios' answer to the NFL Blitz series for the PlayStation. Essentially the gameplay was similar to the style of NFL Blitz, but was more of a "casual gamer"/arcade version of NFL Gameday '98,

Film director Oren Peli, best known for his sleeper hit Paranormal Activity, was a programmer for NFL Xtreme.

NTSC Rarity: 1
PAL Rarity: 3

7.1



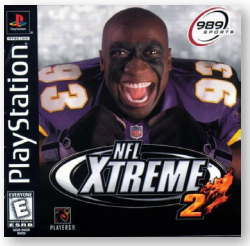
NTSC Rarity: 1

NFL Xtreme 2

Developer 989 Sports
Publisher 989 Sports
Release date (us) June 30, 1999
Genre Sports
Players 1-8 Players

NFL Xtreme 2 offers five-on-five action with authentic teams, stadiums and players from the NFL. New features include faster play selection, larger players with better graphic for the faces and "smack talk" sampled from 23 NFL stars.

While football is traditionally played with referees and specific rules, NFL Xtreme 2 bends a few regulations here and there for the sake of "entertainment.



5.8

NTSC Rarity: 1
PAL Rarity: 3

NHL 97

Developer Visual Concepts
Publisher Electronic Arts
Release date (us) October 31, 1996
(eu) November, 1996
Genre Sports
Players 1-8 Players

Electronic Arts' first hockey game for the PlayStation features 3D polygonal players with authentic names and numbers on their jerseys. In total, there are over 650 players on 26 NHL teams with ratings based on the 1995-96 season.

Nine different camera angles will offer several different looks at the ice, including a Helmet Cam for a first-person perspective.

7.7

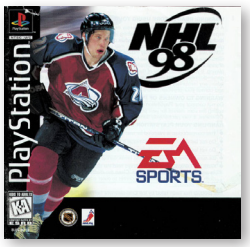
NTSC Rarity: 1
PAL Rarity: 2

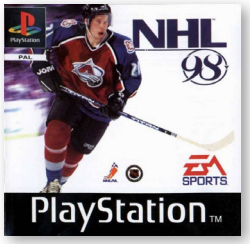
NHL 98

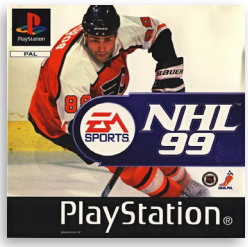
Developer EA Canada
Publisher EA Sports
Release date (us) August 31, 1997
(eu) October, 1997
Genre Sports
Players 1-8 Players

NHL 98 took the NHL series ahead by introducing full national teams, although EA could not get the Nagano Olympic Tournament license due to lack of IIHF license, which Gremlin Interactive acquired. The Olympic hockey license itself was acquired by Midway Home Entertainment.

The game was the last installment of the NHL series to be released on 16-bit consoles.







NHL 99

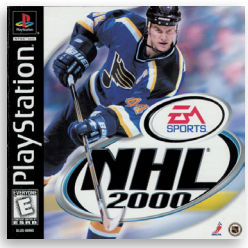
7.2

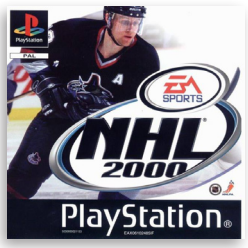
Developer	EA Canada
Publisher	EA Sports
Release date	(us) September 30, 1998 (eu) October 1, 1998
Genre	Sports
Players	1-8 Players

NHL 99 boasted great improvements to the game from NHL 98. However the next two editions features small improvements from this game thus making this game similar to NHL 2000 and NHL 2001.

The game boasted higher-resolution graphics than NHL 98, but the framerate and unresponsive controls hindered its playability.

NTSC Rarity: 1
PAL Rarity: 2





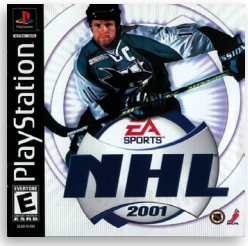
NHL 2000

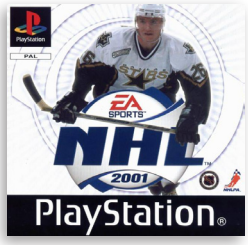
6.9

Developer	EA Canada
Publisher	EA Sports
Release date	(us) September 30, 1999 (eu) September 30, 1999
Genre	Sports
Players	1-8 Players

NHL 2000 did not boast great improvements to the game from NHL 99. A season mode (later developed into a Franchise mode) with a retirement feature, drafting, and player trades were added to the series in NHL 99, and similar gameplay was used in this version, as well. Another mode in NHL 2000 is the Tournament mode, in which the user chooses 16 countries (only 18 countries were available in the game) to play a round robin.

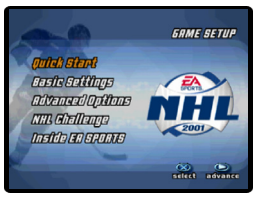
NTSC Rarity: 1
PAL Rarity: 2





NHL 2001

6.7



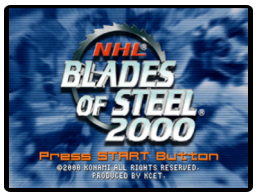
Developer	EA Canada
Publisher	EA Sports
Release date	(us) September 28, 2000 (eu) September 28, 2000
Genre	Sports
Players	1-8 Players

As in previous editions, the game offers every NHL team (including the Columbus Blue Jackets and the Minnesota Wild), all players, and authentic stadiums. For the game's commentary, making a return in NHL 2001 are Jim Hughson and Bill Clement, who take care of the game's play-by-play and color commentary, respectively.

NTSC Rarity: 1
PAL Rarity: 2

5.3

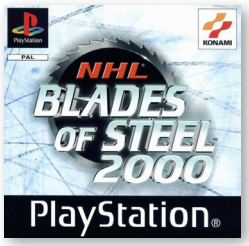
NHL Blades of Steel 2000



NTSC Rarity: 3
PAL Rarity: 3

Developer	Konami
Publisher	Konami
Release date	(us) March 6, 2000 (eu) March 20, 2000
Genre	Sports
Players	1-8 Players

Designed to recall the spirit of its classic NES namesake more than the actual gameplay of that 8-bit title, this release from Konami features real-life NHL teams and players rendered in 3D for an authentic pro hockey experience. Players take sophisticated control over passes and shots, setting up the plays, breakaways, and one-timers that could make all the difference between winning the cup and losing the edge.



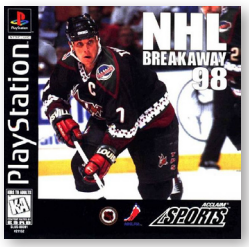
6.1

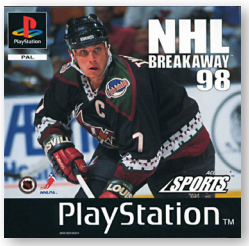
NHL Breakaway 98

NTSC Rarity: 2
PAL Rarity: 3

Developer	Sculptured Software, Inc.
Publisher	Acclaim
Release date	(us) September 30, 1997 (eu) September 30, 1997
Genre	Sports
Players	1-8 Players

NHL Breakaway 98 offers a original features: the Momentum-Based Checking System. Players can out-skate and out-muscle each other, depending on a player's size and speed. The game sports most of the usual play modes, and players can always take on a friend in the Versus mode. If one edit a player, the name and number will appear on the player's back.





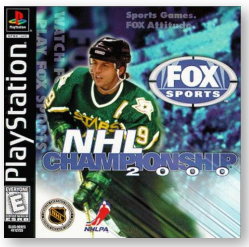
7.1

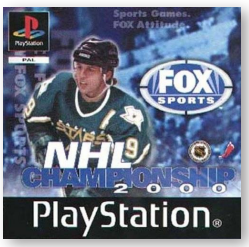
NHL Championship 2000

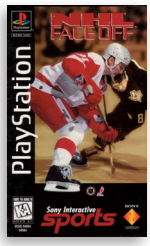
NTSC Rarity: 3
PAL Rarity: 3

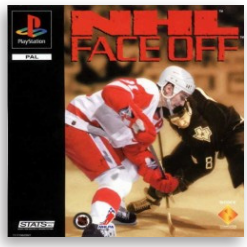
Developer	Radical Entertainment
Publisher	Fox Sports Interactive, Inc.
Release date	(us) October 4, 1999 (eu) October 6, 1999
Genre	Sports
Players	1-8 Players

Radical Entertainment's NHL Championship 2000 is the first hockey title in the Fox Sports franchise. It features all 28 National Hockey League teams in addition to 18 international clubs. Because it comes with full NHL and NHLPA licensing, the developers were able to incorporate actual hockey stars, players, and statistics into the game based on the 1999/00 season!









NHL FaceOff

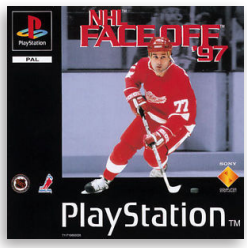
6.4

Developer	SCEA
Publisher	SCE
Release date	(us) May 10, 1995
	(eu) May 10, 1995
Genre	Sports
Players	1-2 Players

The first PlayStation hockey game features both an NHL and NHLPA license for 26 authentic teams with 650 real players from the 1994-95 season. Players can embark on a full 84-game Season, take on the computer or friend in an Exhibition game, or go straight to the Playoffs to bring home the Stanley Cup.

NHL FaceOff also features trades, team and individual statistical tracking, full-color player cards, among other.

NTSC Rarity: 1
PAL Rarity: 3



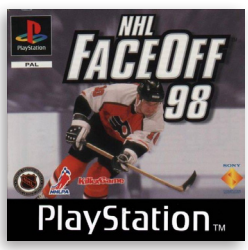
NHL FaceOff '97

6.5

Developer	SCEA
Publisher	SCE
Release date	(us) October 23, 1996
	(eu) March 10, 1997
Genre	Sports
Players	1-8 Players

Players can choose from 26 NHL teams of the 1997 season, or customize rosters by creating and trading players. The game offers new AI for play against the computer in the "All-Star" level. Other features include, team management, new moves previously unseen such as hip checks, fake shots, backwards skating and more.

NTSC Rarity: 1
PAL Rarity: 3



NHL FaceOff 98

7.0

Developer	SCEA
Publisher	SCE
Release date	(us) September 24, 1997
	(eu) April 10, 1998
Genre	Sports
Players	1-8 Players

NHL FaceOff 98 features all-new 3D polygon players with motion-captured animation. Offensive moves include wrist shots, slapshots, one-timers, redirected shots and even wraparounds. Also new is the ability to use the analog controller to allow for smoother skating and passing. Game modes returning from the first two titles include Practice, Exhibition, Season, Playoffs and Best-of-Seven Playoffs.

NTSC Rarity: 1
PAL Rarity: 3

6.7

NTSC Rarity: 1
PAL Rarity: 2

NHL FaceOff 99

Developer SCEA
Publisher SCE
Release date (us) October 3, 1998
(eu) October 3, 1998
Genre Sports
Players 1-8 Players

NHL FaceOff 99 improves upon its predecessor by upping the number of polygons by 20% and doubling the amount of textures. Other notable features include unique player sizes and faces, motion captured player animation, forward and backward skating, plus players losing their balance and even their sticks. To go along with the now standard Icon Passing, NHL FaceOff 99 uses Icon Switching to isolate a specific player on defense.

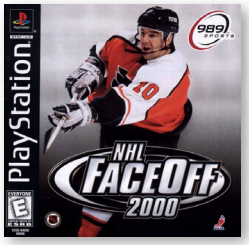
7.0

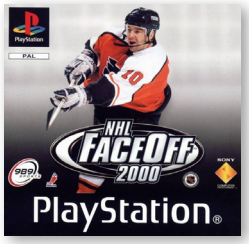
NTSC Rarity: 1
PAL Rarity: 2

NHL FaceOff 2000

Developer SolWorks
Publisher 989 Sports
Release date (us) September 14, 1999
(eu) March 31, 2000
Genre Sports
Players 1-8 Players

NHL FaceOff 2000 are officially licensed by the National Hockey League and NHLPA. The rosters and teams for the 1999-2000 NHL season have been included with the expansion Atlanta Thrashers. Keeping with the newly founded regulations, NHL FaceOff 2000 features many unique rules including disallowed goals, rink dimensions, and rule changes.





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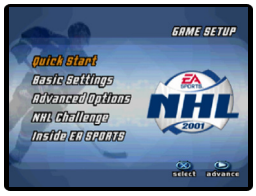
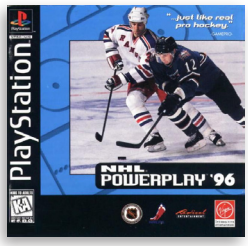


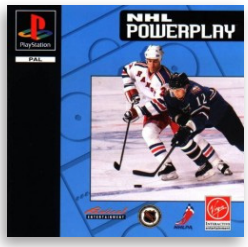
NTSC Rarity: 1

NHL FaceOff 2001

Developer SolWorks
Publisher SCEA
Release date (us) September 5, 2000
Genre Sports
Players 1-8 Players

The 2001 edition of the hockey series features all of the team and roster updates players expect. Expansion teams from Columbus and Minnesota are available, as are eight international clubs. This version of the game also offers new modes of play, including a practice mode and a shootout mode. The game keeps track of more lines and the line change AI has been improved. Players also have more control over their shots in NHL FaceOff 2001.





NHL PowerPlay '96

Developer	Radical Entertainment
Publisher	Virgin Interactive
Release date	(us) September 30, 1996 (eu) June 20, 1997
Genre	Sports
Players	1-6 Players

Sanctioned by both the NHL and the NHLPA, NHL Powerplay '96 features all the players and teams from the National Hockey League's '95-'96 season. There are three modes of play: Exhibition, Season, Playoff, and World Tourney. The Exhibition mode allows players and up to four friends to play a customized single-game matchup, using any of the available teams.

"kimsufi.com"

5.9

NTSC Rarity: 4
PAL Rarity: 3

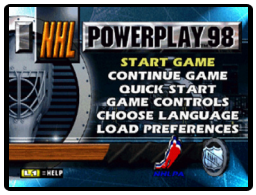
NHL PowerPlay 98

Developer	Radical Entertainment
Publisher	Virgin Interactive
Release date	(us) August 31, 1997 (eu) May 22, 1998
Genre	Sports
Players	1-8 Players

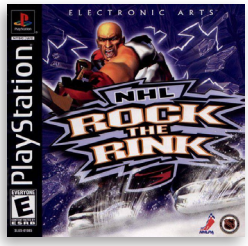
NHL Powerplay 98 have the typical genre choices for the game modes; Either a whole NHL season, the NHL playoffs or a league with 15 national teams. The team logos and player names are official licensed but in contrast to NHL 98 it uses the data from 1996/1997.

The gameplay itself is more action oriented than simulation.

6.3



NTSC Rarity: 3
PAL Rarity: 3



NHL Rock the Rink

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) March 16, 2000 (eu) June 16, 2000
Genre	Sports
Players	1-2 Players

EA tries to reproduce the success of NFL Blitz with this crossover 3 on 3 Hockey / wrestling title. The game includes all of the teams and key players from the NHL as well as created teams and over the top checking, fighting and power-up skating. Includes many unlockables and cheats, special game modes and 10 new arenas.

"mobygames.com"

6.3

NTSC Rarity: 2
PAL Rarity: 2

1.0

PAL Rarity: 2

Nice Cats

Developer The Code Monkeys Ltd.
Publisher Midas Interactive
Release date (eu) September 1, 2000
Genre Puzzle
Players 1 Player

As usual with most of the games for Playstation made by The Code Monkeys, Nice Cats is another game that includes, Cartoon film, Jigsaw puzzles, and a Colouring game.

The plot of the game, a rip-off of the Disney movie the Aristocats, have two small cats, called Lucy and Lionel, go on a vacation with their owner.

6.2

NTSC Rarity: 6
PAL Rarity: 4

Nicktoons Racing

Developer Software Creations
Publisher Infogrames
Release date (us) September 7, 2001
(eu) November 30, 2001
Genre Racing
Players 1-2 Players

Nicktoons Racing is a Nickelodeon crossover racing game. The game was first developed and released for the Game Boy Color in 1999, while versions for different platforms were released in subsequent years. Nearly all versions were developed by Software Creations with the exception of the Game Boy Advance version, which was developed by Firemint & the arcade version, which was developed by Chicago Gaming.

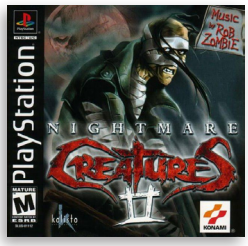
6.6

NTSC Rarity: 1
PAL Rarity: 3

Nightmare Creatures

Developer Kalisto Entertainment
Publisher Activision, (eu) SCEE
Release date (us) 30 September, 1997
(eu) January, 1998
Genre Survival horror
Players 1 Player

Nightmare Creatures takes place in 1834 when London falls victim to several evil occurrences. Monster sightings are reported along with news of people mutating into ungodly creatures, and that the dead are waking from their graves and walking amongst the living. The player characters, Ignatius and Nadia, head out to neutralize the monsters.



Nightmare Creatures II

7.1

Developer	Kalisto Entertainment
Publisher	Konami
Release date	(us) April 29, 2000 (eu) September 8, 2000
Genre	Survival horror
Players	1 Player

The Gameplay is similar to the previous installment, seeing the adrenaline bar abandoned and the addition of fatality moves to execute weakened enemies.

The game features licensed music from Rob Zombie in the cut-scenes while the in-game music was composed by the Nightmare Creatures composer, Frédéric Motte

NTSC Rarity: 1
PAL Rarity: 3

Ninja: Shadow of Darkness

6.0

Developer	Core Design
Publisher	Eidos Interactive
Release date	(us) September 30, 1998 (eu) September 30, 1998
Genre	Beat 'em up
Players	1 Player

In NINJA: Shadow of Darkness, players assume the role of Kurosawa, a young and powerful ninja. Kurosawa must destroy the evil and return peace to the land. If he fails, the world will be overrun by the hideous Dragon and Lord Batanaka.

There are four different worlds broken into 11 distinctive levels - Kurosawa will travel throughout cemeteries, rocky mountain terrain, coastal areas, deep and dark forests, etc.

NTSC Rarity: 1
PAL Rarity: 3

NoFear Downhill Mountain Biking

5.8

Developer	Unique Development Studios
Publisher	Codemasters
Release date	(us) November 16, 1999 (eu) November 16, 1999
Genre	Sports
Players	1-2 Players

No Fear Downhill Mountain Biking is the first dedicated video game on the sport downhill mountain biking.

Playeyrs can compete in eleven locations all over the world against computer opponents or against other players. Players can also upgrade the bike between races.

NTSC Rarity: 2
PAL Rarity: 2

7.5

NTSC Rarity: 4
PAL Rarity: 2

No One Can Stop Mr. Domino!

Developer	Artdink
Publisher	Acclaim, (eu) JVC Digital Studios
Release date	(us) October 31, 1998 (eu) September, 1998
Genre	Puzzle
Players	1 Player

No One Can Stop Mr. Domino! is a puzzle game where the player controls one of five anthropomorphic dominoes, placing other dominoes in rows that will successfully topple while avoiding obstacles and working under a time limit.

The game includes 6 stages: a casino, a grocery store, a family home, a local park, an amusement park, and a city.

6.5

PAL Rarity: 4

Noddy's Magic Adventure

Developer	Minds Eye
Publisher	BBC Multimedia
Release date	(eu) December 1, 2000
Genre	Edutainment
Players	1 Player

Noddy's Magic Adventure offers different skill levels from easy to hard to cater for a range of abilities and ages from three years and up. The game allows the child to accompany Noddy on his adventures and help him earn an extra-special reward from the Wizard by completing six activities along the way.

7.8

NTSC Rarity: 5
PAL Rarity: 2

Norse By Norsewest

Developer	Beam Software
Publisher	Interplay
Release date	(us) November 17, 1997 (eu) May 1, 1997
Genre	Puzzle
Players	1-2 Players

Norse by Norsewest - The return of the Lost Vikings is the sequel to The Lost Vikings, originally released for the SNES.

In this platform game, the player alternates control between each of the vikings, each with their own special talents. The game also features two new companions, that on some levels take the place of the other vikings.

The Note

5.8

Developer	Team Bughouse
Publisher	SunSoft
Release date	(eu) October 1, 1997
Genre	Survival horror
Players	1 Player

The Note is a first-person survival horror adventure game. The game is perhaps one of the least known games on the platform, as a result of its limited release.

The game is unique in some's opinion. Game features include opening the curtains to bring more light into rooms, which sometimes helps solve a puzzle or defeat an enemy.

PAL Rarity: 4

Novastorm

5.5

Developer	Psygnosis
Publisher	Psygnosis
Release date	(us) October, 1995 (eu) September 29, 1995
Genre	Shooter
Players	1 Player

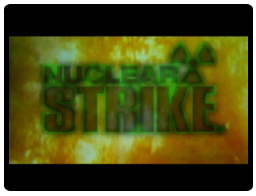
Novastorm is a rail shooter that takes place some time in the distant future. The player takes control of the Scavenger 4 squadron, which has a mission to destroy the deadly Scarab-X forces, in the last hope for the Human race.

The player takes control of a spacecraft over 4 different environments. Each level ends with a boss fight, which the player must complete to proceed.

NTSC Rarity: 3
PAL Rarity: 4

Nuclear Strike

7.1



Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) August 31, 1997 (eu) September, 1997
Genre	Shooter
Players	1 Player

Nuclear Strike is the sequel to Soviet Strike and the fifth instalment in the Strike series, which began with Desert Strike on the Sega Genesis.

The game is a helicopter-based game, with strategy elements added to the action gameplay. The plot concerns an elite special force pursuing a nuclear-armed rogue spy through a fictionalised Asian setting.

NTSC Rarity: 1
PAL Rarity: 3

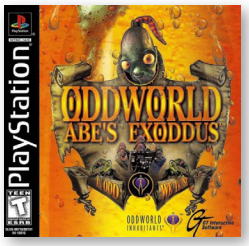
Oddworld: Abe's Exoddus

8.3

NTSC Rarity: 1
PAL Rarity: 2

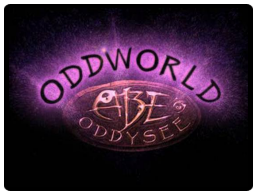
Developer	Oddworld Inhabitants
Publisher	GT Interactive
Release date	(us) November, 1998
	(eu) November, 1998
Genre	Platformer
Players	1-2 Players

Oddworld: Abe's Exoddus is considered a spin off title in the Oddworld series, and not part of the main Oddworld Quintology. The game continues the story of Abe, charting his efforts to save his fellow Mudokons from another plot by the Glukkons to exploit them. Abe discovers that the Glukkons are enslaving Mudokons, this time to produce a drink called Soulstorm Brew, which uses Mudokon bones and tears as its ingredients.



Oddworld: Abe's Oddysee

8.1



NTSC Rarity: 1
PAL Rarity: 2

Developer	Oddworld Inhabitants
Publisher	GT Interactive
Release date	(us) August 31, 1997
	(eu) August 31, 1997
Genre	Platformer
Players	1-2 Players

Oddworld: Abe's Oddysee centers on the titular Abe, a Mudokon slave at the 'RuptureFarms' meat processing factory. When he discovers that he and his fellow Mudokons are to be slaughtered, he decides to escape and liberate as many enslaved Mudokons as he can.

Oddworld: Abe's Oddysee was widely acclaimed for having innovative gameplay, good graphics, and engaging cut-scenes.

O.D.T.

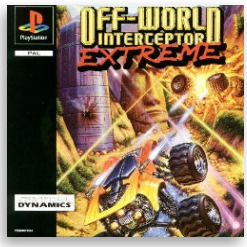
5.1

NTSC Rarity: 1
PAL Rarity: 2

Developer	Psygnosis
Publisher	Psygnosis
Release date	(us) August 31, 1998
	(eu) August 31, 1998
Genre	Action-adventure
Players	1 Player

O.D.T. - Escape...Or Die Trying, is a 3D action-adventure, with some role-playing elements. Playing as one of four characters, the goal is to explore the "Forbidden Zone" to look for gas canisters to re-inflate one's balloon, which had crashed on the roof of a mysterious tower.

A N64 version was completed but never released.



Off-World Interceptor Extreme

6.3

Developer	Crystal Dynamics
Publisher	Crystal Dynamics
Release date	(us) September 10, 1995 (eu) November 15, 1995
Genre	Vehicular Combat
Players	1-2 Players

Off-World Interceptor Extreme is a third-person vehicular car combat game, where the player takes the role of a "trashman", a bounty hunter who chases after fugitives in order to earn money.

A core element of the game is that the player's car can navigate unrealistically steep slopes, and can move infinitely to the left or right of the environment.

NTSC Rarity: 2
PAL Rarity: 4

Ogre Battle

8.2

Developer	Enix Corporation
Publisher	Atlus
Release date	(us) July 31, 1997
Genre	Tactical role-playig game
Players	1 Player

Ogre Battle: The March of the Black Queen is a Japanese tactical role-playing game based on the Super Famicom game Tactics Ogre: Let Us Cling Together, and originally developed by Quest.

Due to the limited release of this game and the reluctance of its owners to sell it, the game tends to be hard to find. Used copies of the PlayStation version routinely sell for more than $80.

NTSC Rarity: 5

Olympic Soccer: Atlanta 1996

8.0

Developer	Silicon Dreams
Publisher	Eidos Interactive, (eu) U.S. Gold
Release date	(us) July 18, 1996 (eu) July 18, 1996
Genre	Sports
Players	1-4 Players

Olympic Soccer recreates the tournament from 1996's Atlanta Olympic Games with a roster of 32 international teams. Game modes include exhibition, arcade, and the Olympic Tournament, with the latter featuring 16 teams divided among four groups.

The 3D action can be viewed from multiple camera angles, while sportscaster Alan Green handles the play-by-play commentary.

NTSC Rarity: 5
PAL Rarity: 2

5.6

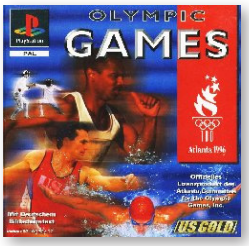
Olympic Summer Games: Atlanta 1996

Developer	Silicon Dreams
Publisher	Eidos Interactive, (eu) U.S. Gold
Release date	(us) June 18, 1996 (eu) July 10, 1996
Genre	Sports
Players	1-8 Players

The game is a multi-sport release based on the 1996 Atlanta Centennial Olympic Games. Like earlier video games representing such sports, including the Konami arcade classic Track & Field, the control scheme is based on rapidly pressing two or three buttons to make the onscreen athletes perform.

Each event can be played in "Olympic" or "Arcade" modes, and a "Practice" mode is available as well.

NTSC Rarity: 4
PAL Rarity: 4



4.5

Omega Assault

Developer	Naps Team
Publisher	Phoenix Games
Release date	(eu) 2003
Genre	Shooter
Players	1 Player

Omega Assault is a shooter where the player takes control of a large mech robot. The game is played from a first-person cockpit view. The player has no free movement and can only move to his left and right while freely moving the crosshair in any direction.

The game has twelve missions which all involve shooting down other robots in futuristic city environments, while avoiding not to get shot down.

PAL Rarity: 4

7.6

Omega Boost

Developer	Polyphony Digital
Publisher	SCE
Release date	(us) August 31, 1999 (eu) September 14, 1999
Genre	Rail shooter
Players	1 Player

Omega Boost is a three dimensional shoot 'em up that features mecha designs by Shoji Kawamori of Macross fame.

Being released late in the PlayStation's life, Omega Boost is said to have some of the best graphics on the console with parts of the game running at 60 frame/s.

NTSC Rarity: 1
PAL Rarity: 3

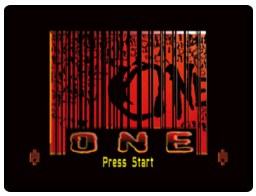
One

Developer	Visual Concepts
Publisher	ASC Games
Release date	(us) November 30, 1997 (eu) March 1998
Genre	Shooter
Players	1 Player

One is a modern variation of the side-scrolling platformer gernre. Unlike third-person games like Tomb Raider, players here primarily move on a 2D plane, but the world is rendered in 3D and the camera will zoom in and out for cinematic effect.

There are six levels in total with a Boss character to face at the end of each.

6.7



NTSC Rarity: 1
PAL Rarity: 3

One Piece Mansion

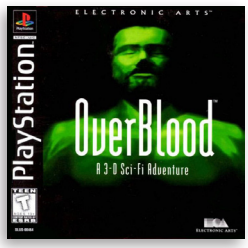
Developer	Capcom
Publisher	Capcom
Release date	(us) September 30, 2001 (eu) November 16, 2001
Genre	Puzzle
Players	1-2 Players

One Piece Mansion is a strategy game and unrelated to the popular anime and manga series One Piece.

The storyline of One Piece Mansion revolves around a successful landlord called Polpo. At the start of the game, Polpo's little sister is kidnapped by the owner of a rival mansion, Chocola. It is the player's job to battle through levels meeting Chocola's objectives and to eventually free Polpo's little sister.

7.1

NTSC Rarity: 3
PAL Rarity: 4



Overblood

Developer	Riverhillsoft
Publisher	Electronic Arts
Release date	(us) May 22, 1997 (eu) July, 1997
Genre	Survival horror
Players	1 Player

OverBlood, considered one of the first survival horror games to make use of a fully three-dimensional virtual environment, second only to Riverhillsoft's own Doctor Hauzer for the 3DO.

Part adventure game and part survival horror, Overblood incorporates elements of arcade, fighting and puzzle games. The player is able to toggle the camera between first- and third-person, both of which are required to solve the game's various puzzles.

6.3

NTSC Rarity: 3
PAL Rarity: 3

7.5

PAL Rarity: 3

Overblood 2

Developer	Riverhillsoft
Publisher	Evolution Games
Release date	(eu) April 13, 2001
Genre	Survival horror
Players	1 Player

The game features seven levels, plus a hidden bonus level unlocked by earning 2000 Clear Points. Between most of the levels, which are all set in different locations, the player generally has the option to explore the main city where the game begins in order to buy items, weapons, talk to non player characters and find hidden perks in the game.

The director of the game was Akihiro Hino, who previously worked as a programmer on the first game.

7.2

NTSC Rarity: 5
PAL Rarity: 3

Overboard!

Developer	Psygnosis
Publisher	Psygnosis
Release date	(us) October 10, 1997
	(eu) October 10, 1997
Genre	Adventure
Players	1-5 Players

Overboard!, known as Shipwreckers! in North America, is a top-down adventure game. The player controls a pirate ship, shown to be manned by three pirates in cutscenes. In gameplay, when the ship catches on fire the men jump overboard until the lifebar becomes empty. The game also features a multiplayer game for up to five players in which the opponents compete to sink other players' ships.

Pac-Man World

7.4

Developer	Namco Hometek
Publisher	Namco
Release date	(us) August 30, 1999 (eu) February 28, 2000
Genre	Platformer
Players	1 Player

Pac-Man World is a 3D-based free roaming platform game, released to coincide with the 20th anniversary of the Pac-Man character.

The game plays heavily into the history of the character; every non-boss level features a maze that plays by the rules of the original game (though the Pac-Symbol still shows, letting the player survive being touched by ghosts up to four times).

NTSC Rarity: 1
PAL Rarity: 3

Pajama Sam: You Are What You Eat From Your Head To Your Feet

8.3

Developer	Runecraft
Publisher	Humongous Entertainment
Release date	(us) December 7, 2001 (eu) January 31, 2001
Genre	Adventure
Players	1 Player

Pajama Sam: You Are What You Eat From Your Head to Your Feet focuses on strategic thinking and developing decision making skills. Children can find puzzles and play mini arcade-style games throughout the story.

NTSC Rarity: 3
PAL Rarity: 3

Pandemonium

7.1

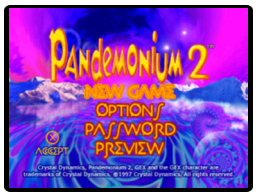
Developer	Crystal Dynamics
Publisher	BMG Interactive Entertainment
Release date	(us) October 31, 1996 (eu) November, 1996
Genre	Platformer
Players	1 Player

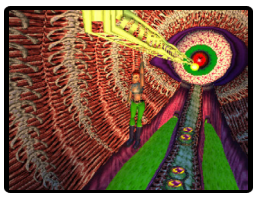
Pandemonium employs “2.5D gameplay”. While the game renders polygons in a typical 3-D fashion, gameplay is 2-D. The area of gameplay can be described as a two-dimensional surface twisting and bending in a three-dimensional world.

Rather than using a memory card as in most games released at the time, progress is saved using the older password system.

NTSC Rarity: 3
PAL Rarity: 4

7.1





NTSC Rarity: 4
PAL Rarity: 4

Pandemonium 2

Developer Crystal Dynamics
Publisher Midway Games, (eu) BMG Interactive
Release date (us) September 30, 1997
(eu) October, 1997
Genre Platformer
Players 1 Player

Should the player collect +80% of treasure in a level, they will have access to the bonus level “Boarder Run”, where they must slide along a course collecting treasure, while simultaneously keeping ahead of a pursuing vortex. Failure in “Boarder Run” does not cost player lives; successfully completing “Boarder Run” will result in the player earning at least one extra life.

7.2

NTSC Rarity: 3
PAL Rarity: 3

Panzer Front

Developer Enterbrain
Publisher Agetec Inc., (eu) Avalon Interactive
Release date (us) September 10, 2001
(eu) April 17, 2001
Genre Action
Players 1 Player

Panzer Front is a World War II tank simulation game. Players perform the role of a tank commander during the war using one of six fictional tanks. Battles are fought on various maps based on actual historical campaigns. During the game, the player can engage the enemy while calling in artillery barrages whenever they are available. Panzer Front takes a realistic approach, some enemies can kill the player’s tank with one shot.

6.9

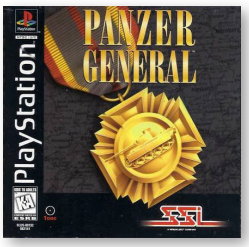
NTSC Rarity: 3
PAL Rarity: 3

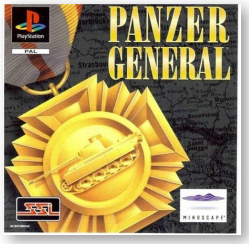
Panzer General

Developer Strategic Simulations, Inc.
Publisher Mindscape
Release date (us) March 10, 1996
(eu) June 10, 1996
Genre Strategy
Players 1-2 Players

The first and original Panzer General, a turn-based hexagon strategy game, this installment would be followed by sequels and many other games in the series using the “General” name.

Each scenario has a number of victory objectives that must all be assaulted and conquered before the maximum number of turns allowed for that scenario has elapsed.





Paradise Casino

6.0

Developer DigiCube
Publisher Phoenix Games
Release date (eu) April 7, 2003
Genre Casino
Players 1 Player

Paradise Casino is a gambling game with 2D Cartoon graphics that features a gallery mode that is unlocked when the player win enough money in these 4 Games: Blackjack, Poker, Roulette, and Slots.

PAL Rarity: 2

PaRappa the Rapper

7.5

Developer NanaOn-Sha Co., Ltd., Nemesys
Publisher SCE
Release date (us) October 31, 1997
(eu) November 17, 1997
Genre Rhythm
Players 1 Player

PaRappa the Rapper is a rhythm game in which the main character, Parappa, must make his way through each of the game's six stages by rapping.

The game spawned a merchandising campaign in Japan, a spinoff in 1999, a TV series in 2001, and a direct sequel for PlayStation 2 in the same year.

NTSC Rarity: 2
PAL Rarity: 3

Parasite Eve

8.2

Developer Square
Publisher Square EA
Release date (us) September 9, 1998
Genre Survival horror
Players 1 Player

Parasite Eve is an action role-playing survival horror video game and the sequel to the novel, Parasite Eve, written by Hideaki Sena.

In the North American market the earlier copies were packaged with SquareSoft on PlayStation 1998 Collector's CD Vol.1, a collection of demos of future Square games.

NTSC Rarity: 1

8.0

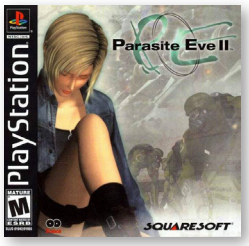
NTSC Rarity: 1
PAL Rarity: 3

Parasite Eve II

Developer Square
Publisher Square EA
Release date (us) September 12, 2000
(eu) August 25, 2000
Genre Survival horror
Players 1 Player

Parasite Eve II is set several years after the events in the original game. The protagonist from the first game, Aya Brea, also features in this game as the playable character.

Gameplay diverges from the previous game: battles take place in real time and the area of action is less restrictive. The approach is more typical of traditional survival horror games, although some role-playing elements are retained.



6.0

NTSC Rarity: 2
PAL Rarity: 3

Patriotic Pinball

Developer Wildfire Studios
Publisher Gotham Games
Release date (us) April 23, 2003
(eu) April 23, 2003
Genre Pinball
Players 1-4 Players

Patriotic Pinball accurately describes the theme of the game. There are two tables in all, each with their own different theme and different "missions" the players to accomplish for each table.

The game is rendered with 3D graphics and has animated backgrounds.

"mobygames.com"

5.0

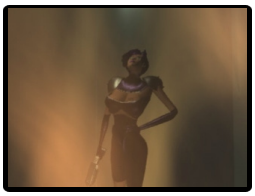
PAL Rarity: 3

Pax Corpus

Developer Cryo
Publisher Cryo
Release date (eu) October 1, 1997
Genre Action-adventure
Players 1 Player

The player character, a female mercenary, has been hired to discover the secrets surrounding Corporation Alcyon's Pax Corpus Project, and eliminate any threat it poses to the free world.

The gameplay revolves around shooting, weapon upgrades, and level progression through the acquisition of keycards. Rave-style music accompanies the player throughout the futuristic world of violence.



Peak Performance

7.1

Developer	Cave
Publisher	Atlus, (eu) JVC Digital Studios
Release date	(us) March 31, 1997 (eu) November, 1997
Genre	Racing
Players	1-2 Players

Peak Performance is an arcade-style racing game similar to Cruis'n USA with over 20 vehicles ranging from normal street cars to high-end performance race cars and even buses and scooters. There are five different tracks to choose from: Seven Tight Corners, Uptown Driveway, Northern Country, Bay Area, and Pikes Peak Hill Climb along with the ability to change weather conditions to add more challenge.

NTSC Rarity: 5
PAL Rarity: 4

Perfect Assassin

6.4

Developer	Synthetic Dimensions, Veritas Productions
Publisher	Grolier Interactive
Release date	(eu) June 1, 1998
Genre	Action-adventure
Players	1 Player

Perfect Assasin is a Sci-fi adventure game involving inter-dimensional and temporal travel, played from a third-person perspective. The player character are the most renowned and lethal killer in the Cosmos, part human, part machine.

The developers combined the classic point-and-click gameplay inherent to the adventure genre with action elements, such as shooting enemies from afar.

PAL Rarity: 4

Perfect Weapon

2.3

Developer	Gray Matter
Publisher	ASC Games
Release date	(us) November 10, 1996 (eu) November 10, 1996
Genre	Beat'em up
Players	1 Player

As a third-person fighting adventure, Perfect Weapon has several aliens to destroy and options to select. Each moon has specific alien organisms and terrain. There are over 1,300 rendered environments in which to interact. Additionally, players fight over 20 unique alien races throughout the adventure.

NTSC Rarity: 1
PAL Rarity: 3

7.5

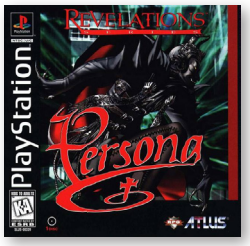
NTSC Rarity: 4

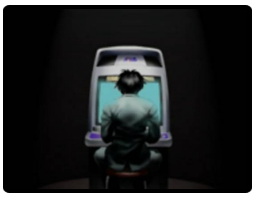
Persona

Developer Atlus
Publisher Atlus
Release date (us) June 24, 1996
Genre Role-playing game
Players 1 Player

Revelations: Persona is the first game in the Shin Megami Tensei: Persona series of role-playing video games for PlayStation consoles—one of several spin-off series within the Megami Tensei franchise, developed by Atlus.

Unlike the Megami Tensei and Shin Megami Tensei games, the plot of Persona does not involve devil summoners. Instead, the main party consists of a group of teenagers equipped with firearms and melee weaponry.





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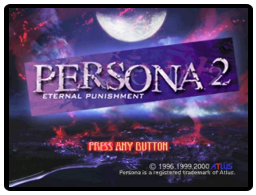


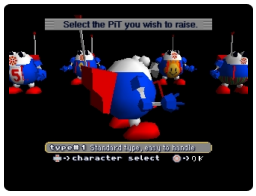
NTSC Rarity: 3

Persona 2: Eternal Punishment

Developer Atlus
Publisher Atlus
Release date (us) December 22, 2000
Genre Role-playing game
Players 1 Player

Persona 2: Eternal Punishment is part of a duology of Persona 2. They are two chapters of the same storyline. The dilogy is a direct sequel to the first installment of the Shin Megami Tensei: Persona series, Revelations: Persona, with several characters from that title playing various roles, both minor and major, in both games. Although this game picks up a few months after its predecessor, it is set in a parallel world where the events of the Innocent Sin, the first in the duology, did not happen.

5.6



PAL Rarity: 4

Pet in TV

Developer Sugar & Rockets
Publisher SCEE
Release date (eu) August, 1998
Genre Digital pet
Players 1 Player

Pet in TV consists of teaching a virtual pet known as a PiT tricks, getting it new costumes and learning it what items are edible in the wild along with solving random puzzles around the PiT world.

Pet in TV on release gained very bad reviews for its lack of gameplay, storyline and lasting appeal.

Peter Jacobsen's Golden Tee Golf

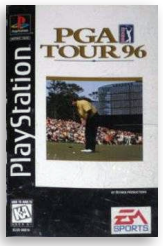
4.5

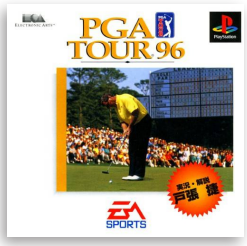
Developer Incredible Technologies
Publisher Infogrames
Release date (us) September 20, 2000
Genre Sports
Players 1-4 Players

Peter Jacobsen's Golden Tee Golf is the PlayStation port of an arcade series that found great success in the late '90s. While the various incarnations of the arcade game were played using a trackball, the PlayStation version uses a standard controller.

There are six different courses to choose from initially, with mirror versions of each course available after being unlocked. These courses range from sedate locations on relatively flat areas to difficult canyon playfields.

NTSC Rarity: 2





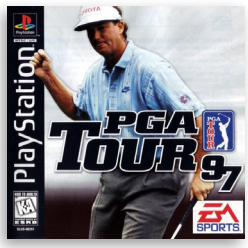
PGA Tour 96

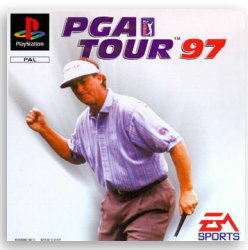
5.5

Developer Hitmen Productions
Publisher Electronic Arts
Release date (us) September, 1995
(eu) November 15, 1995
Genre Sports
Players 1-4 Players

PGA Tour 96 takes place during the 1996 PGA Tour season. The game features many professional golfing stars and various modes from stroke play to match play and even tournament mode. Golf clubs are assigned automatically by the caddy as the AI deems suitable for every lie and every situation.

NTSC Rarity: 3
PAL Rarity: 3





PGA Tour 97

5.6

Developer Electronic Arts
Publisher Electronic Arts
Release date (us) September 30, 1996
(eu) October 10, 1997
Genre Sports
Players 1-4 Players

Players can choose to play as one of fourteen professional golfers such as Fuzzy Zoeller and Jim Gallagher Jr. or choose to create their own golfer by giving them a name and choosing what their golfer looks like from the few portraits that are available.

When on the course, player select what club they want to use. They can also set the angle, pitch and backspin of the ball before taking a swing.

NTSC Rarity: 2
PAL Rarity: 2

PGA Tour 98

6.6

NTSC Rarity: 2
PAL Rarity: 3

Developer NuFX, Inc.
Publisher Electronic Arts
Release date (us) September 27, 1997
(eu) September 27, 1997
Genre Sports
Players 1-4 Players

Players can choose course conditions, whether to use special rules like mulligans, and even how much the caddy will assist with setting up a shot. The power and accuracy of ones shot is determined with a timed meter, which can be represented with a traditional vertical bar or a more realistic arcing meter.

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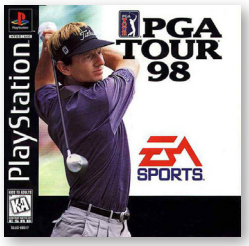
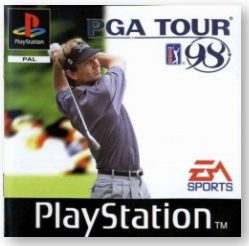




Phat Air: Extreme Snowboarding

3.5

PAL Rarity: 2

Developer Pony Canyon
Publisher Funsoft
Release date (eu) August 1, 1998
Genre Sports
Players 1-2 Players

Phat Air Extreme Snowboarding, known as Zap! Snowboarding Trix '98 in Japan, is a 3D snowboarding game. The game comes with four game modes: championship, time competition, freestyle and head-to-head. In championship mode players can choose between five boarders who all have different skills. During the championship they earn points, which can be used to improve the skills of the boarder in between races.

Philosoma

7.4

PAL Rarity: 5

Developer G Artist
Publisher SCEA
Release date (us) January 18, 1996
(eu) March, 1996
Genre Shooter
Players 1 Player

Philosoma plays like many scrolling shooters with the noticeable difference of its multiple perspectives. The camera switches several times during various levels from a vertical/top-down perspective to a rail shooter perspective, to a horizontal scrolling perspective and an isometric scrolling perspective. The player ships have four weapons that can be upgraded thrice as well as side-arms consisting of homing missiles and rockets.

Phix: The Adventure

6.2

Developer Affect
Publisher Agetec Inc.
Release date (eu) July 15, 2003
Genre Platformer
Players 1 Player

Phix: The Adventure is a 3D platformer with a magnetic element similar to the earlier Super Magnetic Neo. The main character attracts or repels objects and enemies by switching polarity.

The game has five worlds, each with three regular levels and a boss stage.

"mobygames.com"

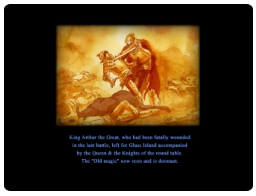
NTSC Rarity: 2

Pinball Power

6.0

Developer Success
Publisher Midas Interactive
Release date (eu) September 1, 2000
Genre Pinball
Players 1 Player

Pinball Power consists of three tables. Each table has been designed to require different strategies and techniques. The Camelot Table is the base of Pinball Power. Its motif is the castle Camelot, capital of the kingdom of Logres, ruled by King Arthur. There is also The Land's End Table and The Fisher King Table.



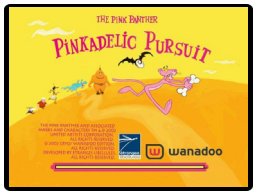
PAL Rarity: 3

Pink Panther: Pinkadelic Pursuit

6.2

Developer Etranges Libellules
Publisher Dreamcatcher Interactive, (eu) Wanadoo
Release date (us) January 4, 2003
(eu) November 15, 2002
Genre Platformer
Players 1 Player

Pink Panther: Pinkadelic Pursuit, based on the United Artists cartoon, is a side-scrolling platformer presented in a graphical style designed to match the cartoons. Players guide the Pink Panther though a variety of environments, from the Stone Age, gangster's Hide-Out, and Dracula's Castle.

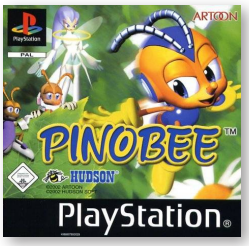


NTSC Rarity: 2
PAL Rarity: 3

6.0

NTSC Rarity: 3
PAL Rarity: 4

Pinobee



Developer	Artoon
Publisher	Hudson Soft
Release date	(us) April 15, 2003 (eu) October 10, 2003
Genre	Platformer
Players	1 Player

Pinobee is a remake of the 2001 Game Boy Advance game, Pinobee: Wings of Adventure. The PlayStation version follows the same storyline as the GBA edition, as the hero searches for his creator, Grandpa Bee, and saves the insect kingdom from a marauding army of robots unleashed by the evil Vestor.

The game feature multiple endings, bonus art gallery, and a full complement of side-scrolling actions.

5.3

NTSC Rarity: 1
PAL Rarity: 3

Pipe Dreams 3D

Developer	Sick Puppies
Publisher	Empire Interactive
Release date	(us) October 23, 2001 (eu) March 30, 2001
Genre	Puzzle
Players	1 Player

This puzzle game presents the player with an isometric perspective on a tiled game board and the objective of building a network of piping that will transport a slow but unending flow of creepy green ooze safely to a small plug hole. The strategic challenge comes in using the limited space and available pipe pieces to create a conduit that will take the ever-flowing ooze where it needs to be.

6.6

NTSC Rarity: 5
PAL Rarity: 3

Pitball

Developer	Time Warner Interactive
Publisher	Accolade
Release date	(us) October 31, 1996 (eu) December 15, 1996
Genre	Sports
Players	1-4 Players

Pitball is a 2-on-2 futuristic sports game. The gameplay is a cross between Rollerball and Basketball. Players ‘fight’ within an enclosed arena, over control of a floating orb, which they then pick up and throw into the opponents goal.

The game also allows the player to ‘manage’ a team.

Pitfall 3D: Beyond the Jungle

5.7

Developer	Luxoflux
Publisher	Activision
Release date	(us) February 28, 1998 (eu) April 10, 1998
Genre	Platformer
Players	1 Player

Pitfall 3D is a remake of Pitfall!. Once again, players take on the role of Pitfall Harry and swing across pits and battle scorpions. As players try to complete each level and solve the puzzles that will allow progress through the jungle ruins, the main objective is to gather crystals.

One of the more distinctive features of this game is the voice of Bruce Campbell as Pitfall Harry Jr.

NTSC Rarity: 3
PAL Rarity: 3

Planet of the Apes

4.6

Developer	Visiware Software
Publisher	UBI Soft
Release date	(us) August 22, 2002 (eu) August 22, 2002
Genre	Action-adventure
Players	1 Player

Released around the same time as the 2001 Tim Burton remake, the game follows its own story in that setting. Players are Ulysses, a human whose spacecraft crashed on an ape-ruled planet.

One of three "modes" determines how Ulysses will approach a given situation. In "normal mode," the hero walks about at a regular pace. In "athletic mode," he is ready for action, running from place to place and able to jump and dodge quickly.

NTSC Rarity: 1
PAL Rarity: 3

Play with the Teletubbies

3.1

Developer	Asylum Entertainment
Publisher	BBC Games
Release date	(us) August 8, 2000 (eu) April 14, 2000
Genre	Edutainment
Players	1 Player

Designed for children two years of age and older, players join the Teletubbie characters through 11 different games and activities in Teletubbyland. At any point during the game, the player can choose a different Teletubby to control.

The game received universally negative reviews from critics.

NTSC Rarity: 3
PAL Rarity: 2

6.0

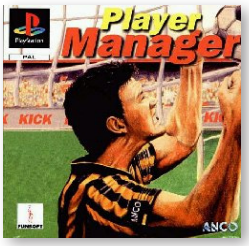
PAL Rarity: 3

Player Manager

Developer Anco
Publisher Funsoft
Release date (eu) March 10, 1997
Genre Soccer Management
Players 1-2 Players

Player Manager are based on the game released for the Commodore Amiga. The most obvious difference between the Playstation and the Amiga version is that in this game, players can't control the player in the pitch, this is only a management game.

Players will be responsible for their staff, finances, team selection, coaching, tactics, sponsorship, facing the press, transfers and sales.



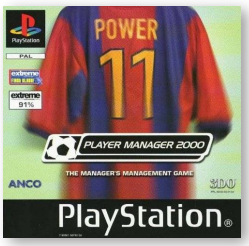
6.7

PAL Rarity: 2

Player Manager 2000

Developer Anco
Publisher 3DO
Release date (eu) April 7, 2000
Genre Soccer Management
Players 1 Player

Player Manager 2000, also known as Guy Roux Manager 2000, Barca Manager 2000, Calcio Manager 2000, or Sportweek Player Manager 2000, lets players coach any team from England, Scotland, Italy and Germany, with more than 30,000 players. Tactical options are diverse, and the game features pre- and post-match analysis.



8.0

NTSC Rarity: 5
PAL Rarity: 3

Pocket Fighter

Developer Capcom Production Studio 2
Publisher Capcom, (eu) Virgin Interactive
Release date (us) July 1, 1998
(eu) November 27, 1998
Genre Fighting
Players 1-2 Players

Pocket Fighter, known as Super Gem Fighter Mini Mix in Japan, uses the same super deformed, chibi character designs previously used in Super Puzzle Fighter II Turbo. The roster includes characters from Street Fighter Alpha, Darkstalkers, Street Fighter III, and the CPS III arcade game Red Earth.

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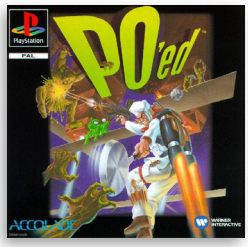


PO'ed

5.4

Developer	Any Channel
Publisher	Accolade
Release date	(us) May 4, 1996 (eu) November, 1996
Genre	First-person shooter
Players	1-2 Players

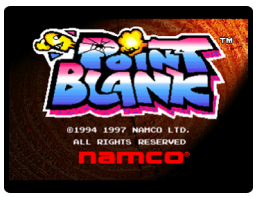
PO'ed was originally published on the 3DO console and features a cook of a destroyed spaceship marooned on an alien world. The game features characteristics similar to such classic computer games as Doom and Quake.

Using primitive weapons such as a frying pan and a drill, the player must advance through 26 levels filled with alien monsters.

NTSC Rarity: 3
PAL Rarity: 4

Point Blank

7.7



Developer	Namco
Publisher	Namco Bandai Games, (eu) Atari Corporation
Release date	(us) April 30, 1998 (eu) July, 1998
Genre	Light-gun
Players	1-4 Players

Point Blank was originally created for the arcades in 1994 but a console version was later made for the PlayStation in 1997. This version included an arrange mode which added an alternate version of Arcade mode, as well as adding many gameplay modes alongside an RPG mode.

Players use an attached light gun to hit targets onscreen.

NTSC Rarity: 5
PAL Rarity: 3

Point Blank 2

7.6

Developer	Tose Software
Publisher	Namco
Release date	(us) May 10, 1999 (eu) September 1, 1999
Genre	Light-gun
Players	1-2 Players

Using the Namco built GunCon, or the normal controller, it offers 70 new shooting galleries, different party modes and a new single-player game. In the two-player mode, the game features a wide variety of different play modes, as well as turf wars, tournaments and a team-play option.

The game also came packaged with a Guncon.

NTSC Rarity: 3
PAL Rarity: 3

8.0

NTSC Rarity: 3
PAL Rarity: 4

Point Blank 3

Developer Tose Software
Publisher Namco
Release date (us) May 16, 2001
(eu) May 16, 2001
Genre Light-gun
Players 1-8 Players

The third episode in the Point Blank series now has up to 8 players playing it out in the new Team Battle mode, where players take turns to fight it out, and win as many games as possible.

Also new is the Endurance mode for 1 player, where the player simply have to win as many games as possible before using up all of the credits.

7.3

NTSC Rarity: 3

Polaris SnoCross

Developer Vicarious Visions
Publisher Vatical Entertainment
Release date (us) August 29, 2000
Genre Racing
Players 1-4 Players

As the title implies, Polaris SnoCross is a game based on the sport of snowmobile racing. It has 3 available modes; Single Event, Instant Action, and Tournament, and supports up to 4 players.

Beyond this, players also have the ability to continually upgrade their own machines. They do this by performing one of over 15 tricks found in the game.

6.9

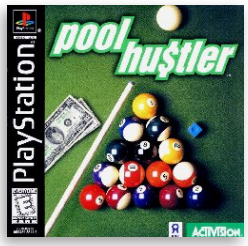
NTSC Rarity: 1
PAL Rarity: 2

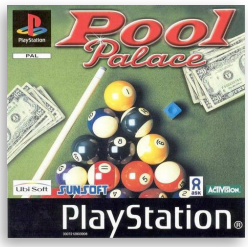
Pong: The Next Level

Developer Supersoft Interactive
Publisher Hasbro Interactive
Release date (us) October 19, 1999
(eu) December 15, 1999
Genre Action
Players 1-4 Players

In this remake of the classic 1972 game, Pong, player are no longer bound by the simple laws of back-and-forth and up-and-down. Players take control of a Pong and fight through the several challenges of Pong World's twenty 3D levels.

There are also several power-ups that not only give the Pong new abilities, it can alter the zone itself.





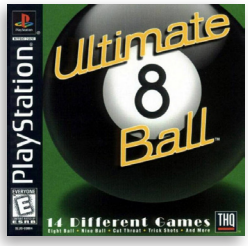
Pool Hustler

7.6

Developer	Ornith
Publisher	Activision
Release date	(us) November 9, 1999
	(eu) November 9, 1999
Genre	Sports
Players	1-2 Players

Pool Hustler features several gameplay options including the Lesson, Story, Two-Player, Practice, and Trick Shot modes. The Story mode features a city map with six different pool halls. Players will go around to the various halls, make wagers, and try to beat one of 12 different pool champions.

NTSC Rarity: 7
PAL Rarity: 3



Pool Shark

8.5

Developer	THQ
Publisher	Mirage Interactive
Release date	(us) May 31, 1999
	(eu) January, 1999
Genre	Sports
Players	1-16 Players

Pool Shark, also known as Ultimate 8 Ball or Actua Pool, is a pool game that was very well received, praised for its realistic physics engine and challenging AI opponents.

In one player mode, called “Hustle Mode”, the character must hustle his way through smoke filled bars, casinos, pool halls and nightclubs and aim to black ball up to 18 challengers of ever-increasing skill across a range of challenging tables.

NTSC Rarity: 4
PAL Rarity: 2

Pop’n Pop

6.5

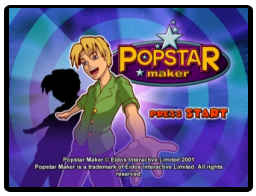
Developer	Taito
Publisher	Virgin Interactive
Release date	(eu) November 15, 1998
Genre	Puzzle
Players	1-2 Players

The gameplay of Pop’n Pop can be described as a hybrid of Puzzle Bobble and Space Invaders. Rows of coloured balloons advance down the screen, and the player must shoot their own balloons at them. When three balloons of the same colour match up, they disappear.

The original Arcade version of the game featured characters from Taito games such as Bubble Bobble and NewZealand Story.

PAL Rarity: 3

3.0



PAL Rarity: 2

Popstar Maker

Developer	Teque Software Development Ltd.
Publisher	Eidos Interactive
Release date	(eu) November 23, 2001
Genre	Music
Players	1 Player

Popstar Maker, also known as 100% Star or Newcomer: Be A Popstar, is a management game where players create music tracks and watch the band perform it on stage. The success of the band all depends on the players, where one have to select and style band members with their own look, abilities and stardom potential. Players compose music in a virtual studio, organise recording sessions, and build a loyal fan base and conquer each territory, among other things.

6.8

NTSC Rarity: 6
PAL Rarity: 2

Populous: The Beginning

Developer	Bullfrog Productions, Climax Group
Publisher	Electronic Arts
Release date	(us) November 16, 1999 (eu) March 31, 1999
Genre	Strategy
Players	1 Player

The Populous series inspired the term “God game”, with players assuming the role of an omniscient being who lead his people to new territories or into battle. Alan Wright, the game’s project leader, stressed both the departure Populous: The Beginning took from previous titles in the series, as well as distinguishing itself from similar games like Command & Conquer.

6.4

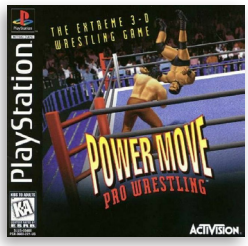
NTSC Rarity: 6
PAL Rarity: 2

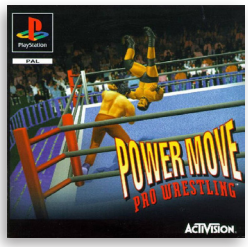
Porsche Challenge

Developer	SCEE London Studio
Publisher	SCE
Release date	(us) June 30, 1997 (eu) April, 1997
Genre	Racing
Players	1-2 Players

The player and computer controlled cars in Porsche Challenge consist exclusively of Porsche Boxsters.

Players must choose one of the Porsche Boxsters at the start of each race and race around tracks trying to win. Each car has a different driver and each driver has a different personality. The drivers can comment on how other drivers drive and their relationship with the other drivers can affect this as well.





Power Move Pro Wrestling

6.9

Developer	Yuke's Co. Ltd.
Publisher	Activision
Release date	(us) November 10, 1996
	(eu) November 10, 1996
Genre	Sports
Players	1-2 Players

Power Move Pro Wrestling is an Americanized version of Japan's Toukon Retsuden. Although it features imaginary wrestlers, the developers were influenced by superstars seen in the World Wrestling Federation and Ted Turner's World Championship Wrestling. It was also the first 3D wrestling game to hit American shores.

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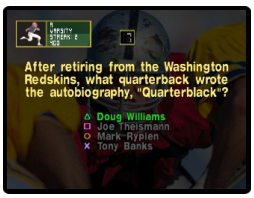
NTSC Rarity: 5
PAL Rarity: 4



Power Play: Sports Trivia

6.9

Developer	Starsphere Interactive, Inc.
Publisher	UBI Soft
Release date	(us) May 15, 2002
Genre	Trivia
Players	1-2 Players

Power Play: Sports Trivia tests the knowledge of up to four players in hockey, baseball, basketball, football, or all four areas. Once a sport is selected, players can elect to play a Tournament Game or Last Man Standing. Tournament consists of a series of ten increasingly difficult multiple-choice questions worth 100, 200, or 300 points apiece.

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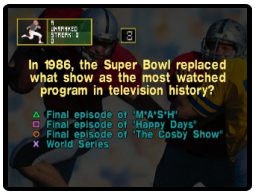

NTSC Rarity: 3

Power Rangers: Lightspeed Rescue

6.1

Developer	Climax Group
Publisher	THQ
Release date	(us) September 26, 2000
	(eu) December 1, 2000
Genre	Beat'em up
Players	1-2 Players

Power Rangers Lightspeed Rescue is based on the 8th Season of the Power Rangers TV series.

When floods and fires threaten innocent citizens, the Rangers go into action to save each endangered person. Aside from the rescue puzzles and traps, the game features some old-fashioned fighting as well.

NTSC Rarity: 5
PAL Rarity: 3

6.2

NTSC Rarity: 5
PAL Rarity: 2

Power Rangers: Time Force

Developer Climax Group
Publisher THQ
Release date (us) November 2, 2001
(eu) December 7, 2001
Genre Beat'em up
Players 1-2 Players

Power Rangers Time Force is based on the 9th Season of the Power Rangers TV series.

Each of the game's eight levels takes place in a different time period. Levels are set in the Wild West, the Stone Age, and a Pirate setting, among others. Most levels require players to find objects scattered about the level before they can go on to fight the boss.

7.3

NTSC Rarity: 5
PAL Rarity: 4

Power Rangers Zeo: Full Tilt Battle Pinball

Developer Kaze
Publisher Bandai
Release date (us) September 30, 1996
(eu) June 10, 1997
Genre Pinball
Players 1 Player

Power Rangers Zeo: Full Tilt Battle Pinball is composed of five different 3D Pinball play fields, taking place in fifteen locations around the world, including Japan, New York, and Africa.

Each play field consists of the usual pinball trappings such as ramps, targets, flippers, bumpers, and multi-ball specials.

6.0

NTSC Rarity: 7
PAL Rarity: 3

Power Serve Tennis

Developer SPS
Publisher Ocean Software
Release date (us) August 31, 1995
(eu) February 9, 1996
Genre Sports
Players 1-2 Players

A first-generation tennis title made available shortly after the PlayStation's launch, Power Serve Tennis offers basic singles or doubles match options. Before beginning a game, options such as the number of sets (one, three, or five) and the court type can be set. The latter includes grass, clay and hardcourt surfaces.

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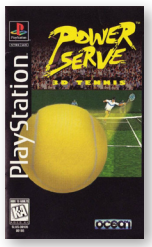

Power Shovel

Developer Taito Corporation
Publisher Acclaim, (eu) JVC
Release date (us) July 15, 2001
(eu) September 30, 2001
Genre Mini games
Players 1-2 Player

Power Shovel is an arcade/simulation where players get to drive excavators of various sizes to do more or less realistic tasks. These include; digging holes, loading sand on trucks, tearing down old buildings, destroying abandoned cars and serving soup in a restaurant (using the scoop as a soup ladle), among other tasks.

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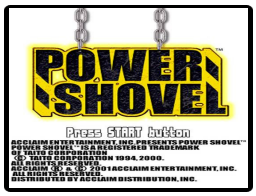
6.3



NTSC Rarity: 5
PAL Rarity: 3

PowerSlave

Developer Lobotomy Software
Publisher PlayMates, (eu) BMG Interactive
Release date (us) February 28, 1997
(eu) April, 1997
Genre First-person shooter
Players 1 Player

PowerSlave, known in Europe as Exhumed, is a first-person shooter set with an Egyptian theme. Twenty-one levels of finding six sacred objects with which players can jump higher, float under water, float and perform other heroics. Beat bosses and kill other creatures using eight weapons ranging from swords to guns to magic staffs.

"kimsufi.com"

8.2

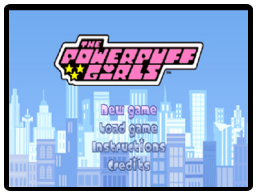
NTSC Rarity: 3
PAL Rarity: 2

The Powerpuff Girls: Chemical X-traction

Developer VIS Entertainment
Publisher BAM! Entertainment
Release date (us) November 8, 2001
(eu) December 7, 2001
Genre Fighting
Players 1-2 Players

The Powerpuff Girls must battle enemies in a variety of settings in order to reclaim Chemical X and track down Mojo Jojo. Players can play the story mode or battle against a friend in a head-to-head battle. In the story mode, players can pick up objects and throw them at an enemy to decrease their opponents health meter.

3.8



NTSC Rarity: 2
PAL Rarity: 3

7.3

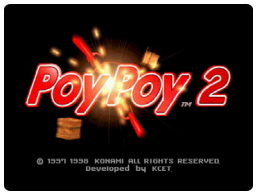
NTSC Rarity: 7
PAL Rarity: 5

Poy Poy

Developer KCET
Publisher Konami
Release date (us) September 30, 1997
(eu) June, 1997
Genre Action
Players 1-4 Players

Poy Poy is a multiplayer action game in which four players battle each other using various props, such as rocks, logs and blocks of ice in one of six environments. Combat consists of picking up the various props, and throwing them at opponents. One could also pick up and throw the opponent's character directly. Each character has different strengths and weaknesses in terms of strength and speed.

8.6



PAL Rarity: 3

Poy Poy 2

Developer Konami
Publisher Konami
Release date (eu) July 9, 1998
Genre Action
Players 1-4 Players

The gameplay is the same as in Poy Poy, though it features more powers and moves, as well as different characters and arenas. The characters use gloves, each with unique powers to aid gameplay. There are three game modes: PoyPoy Cup, a single player campaign. Party Play, used for both Single and Multiplayer. And Team Battle, only played with one or two players.

This is one of the few games that can't run on a PlayStation 2.

6.6

PAL Rarity: 2

Premier Manager 98

Developer Gremlin Interactive
Publisher Dinamic Multimedia
Release date (eu) July 10, 1998
Genre Soccer Manager
Players 1-4 Players

Premier Manager 98 is a team data update of Premier Manager 97. All 92 teams from the nationwide leagues and international teams were updated for the 1997-98 season, keeping all the features from the previous title untouched.

Although only the English league is available, it is still possible to play in pre-season friendlies or international competitions against most first division teams in Europe and South America.

Premier Manager '99

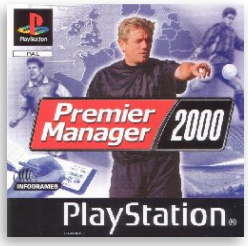
6.0

PAL Rarity: 2

Developer Gremlin Interactive
Publisher Dinamic Multimedia
Release date (eu) September 30, 1999
Genre Soccer Manager
Players 1-4 Players

The manager modes and options remain the same: Manager allows the player to start in any team, Pro-Manager requires building a career from the Conference, promoting the club from the lower divisions or getting promoted himself to better ranked teams. The difficulty level can be further tweaked by changing areas where the staff takes control, and players can determine if players age and retire with time.

Premier Manager 2000



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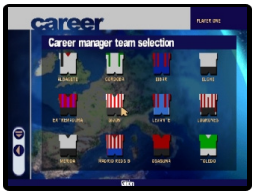


PAL Rarity: 2

Developer Infogrames Sheffield House
Publisher Infogrames
Release date (eu) April 14, 2000
Genre Soccer Manager
Players 1-4 Players

Premier Manager 2000, also known as Anstoss Premier Manager or Canal+ Premier Manager, continues the Premier Manager series with with more features. Players take part in the transfer market involving teams and players from England, Italy, Germany, France and Spain.

With 3D match play, players can see changes and formations in action accompanied by commentary from Barry Davies.

Primal Rage

5.7

NTSC Rarity: 5
PAL Rarity: 5

Developer Probe Entertainment Limited
Publisher Time Warner Interactive
Release date (us) December 19, 1995
(eu) May 10, 1996
Genre Fighting
Players 1-2 Players

Primal Rage is a versus fighting game originally developed and released by Atari Games to arcades in 1994. The game takes place in a post-apocalyptic version of Earth called "Urth". Players control one of seven large beasts that battle each other to determine the fate of the planet.

The game also had a toy line of action figures attached to the series.

6.0

Prism Land

PAL Rarity: 2

Developer	Dream Creators, D-cruise
Publisher	Midas Interactive
Release date	(eu) May 31, 2001
Genre	Puzzle
Players	1-2 Players

Prism Land is a Breakout clone. There are six worlds; each of which have nine levels plus a boss level. Players select which world to play from a game map.

A innovation in the game is something called combos. A combo is basically the number of bricks destroyed by the ball before players have to deflect it again. The ball get faster the higher the combo. Combos gives points but they also give magic points.

5.0

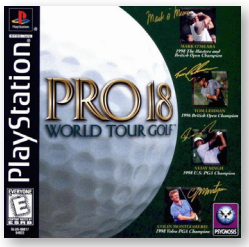
Pro 18 World Tour Golf

NTSC Rarity: 3
PAL Rarity: 4

Developer	Intelligent Games Ltd.
Publisher	Psygnosis
Release date	(us) April 10, 1999 (eu) April 10, 1999
Genre	Sports
Players	1-8 Players

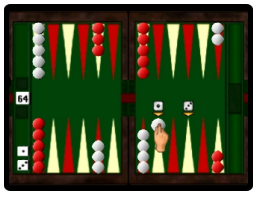
Pro 18 World Tour Golf has TV-style presentation, with commentary by Peter Alliss and Bobby Clampett. Courses and players are photo-realistic, with course layouts accurate to within 3 centimetres.

Several leading players are featured, including Colin Montgomerie and Vijay Singh as well as female and amateur players.



5.0

Pro Backgammon



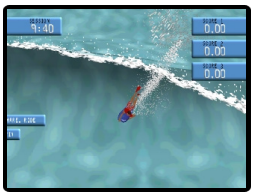
PAL Rarity: 2

Developer	Altron
Publisher	Phoenix Games
Release date	(eu) March 28, 2003
Genre	Board game
Players	1-2 Players

Pro Backgammon is based on the classic board game in which the playing pieces are moved according to the roll of dice. A player wins by removing all of his checkers from the board.

The game features a tutorial mode, 8 levels of computer difficulty, multiple game play modes including Tournament and Free For All, and a two player multiplayer mode.

Pro Body Boarding



2.0

PAL Rarity: 2

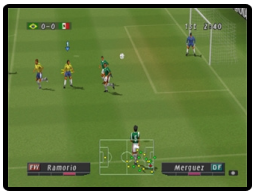
Developer Theyer GFX
Publisher Midas Interactive
Release date (eu) December 4, 2002
Genre Sports
Players 1-4 Players

Pro Bodyboarding is a budget Sports game, developed by Theyer GFX and published by Midas Interactive Entertainment.

The game features eight different characters, male and female, four locations and three game modes; Free Ride, Rider Championship, Extreme Trick.

Pro Evolution Soccer

7.9



PAL Rarity: 2

Developer Konami Computer Entertainment Tokyo
Publisher Konami
Release date (eu) March 15, 2001
Genre Sports
Players 1-2 Players

Pro Evolution Soccer, known as World Soccer: Winning Eleven 5 in Japan, is the first installment of Konami's Pro Evolution Soccer series. Gameplay is not as end-to-end as the contemporary FIFA titles, and finishing is more of a matter of precise timing and skill.

Players can be designed with a range of physical and mental attributes, as well as different appearances.

Pro Evolution Soccer 2

8.0

PAL Rarity: 3

Developer Konami Computer Entertainment Tokyo
Publisher Konami
Release date (eu) October 25, 2002
Genre Sports
Players 1-4 Players

The pace of gameplay in Pro Evolution Soccer 2 was much faster than in the game's older sibling, with sharper turns and quicker reactions to tackles. It also included a training session mode and extra clubs, with an extra Master League division.

The licensing was much the same, but infamously all Dutch players were called 'Oranges', because Konami did not hold the rights from the Royal Dutch Football Association.

7.0

NTSC Rarity: 3
PAL Rarity: 3

Pro Pinball

Developer Cunning Developments
Publisher Empire Interactive, Interplay
Release date (us) October 10, 1996
(eu) July 1, 1996
Genre Pinball
Players 1-4 Players

The first in the Pro Pinball series, simulates a fictional, futuristic pinball table known as The Web. Taking advantage of the PlayStation's 3D capabilities, the table is decorated with blue webbing and features multicolored lights, a guitar, three bumpers, an assortment of targets and ramps and a video screen that allows play of a brief video game.

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6.6

NTSC Rarity: 1
PAL Rarity: 2

Pro Pinball: Big Race USA

Developer Cunning Developments
Publisher Empire Interactive
Release date (us) August 10, 2000
(eu) July 25, 2000
Genre Pinball
Players 1-4 Players

Pro Big Race USA, the third game in the Pro Pinball series, is themed around travelling around the USA in a car. It is notable for having a lot more "simulation" features than its predecessor Timeshock!, such as ability to configure table angle, flipper strength and how "worn" the table should appear to be. It also features a skill level setting, perhaps in response to Timeshock!'s difficulty.

6.4

NTSC Rarity: 3
PAL Rarity: 3

Pro Pinball: Fantastic Journey

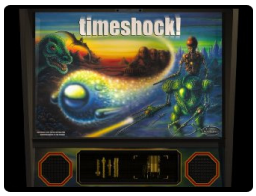
Developer Cunning Developments
Publisher Take 2 Interactive, Empire Interactive
Release date (us) August 10, 2000
(eu) April 30, 2001
Genre Pinball
Players 1-4 Players

Pro Pinball: Fantastic Journey is the fourth title in the Pro Pinball series. Elements of the game include combinations of Victorian era settings, steam powered machinery, nautical adventures, and fictional islands.

There are five adventures in the game, each requiring the user to trigger certain elements of the board to keep the game moving forward.

Pro Pinball: Timeshock!

6.0

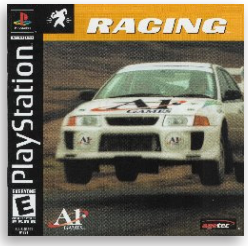


Developer	Cunning Developments
Publisher	Empire Interactive
Release date	(us) August 31, 1998 (eu) February 15, 1998
Genre	Pinball
Players	1-4 Players

Timeshock!, the second game in the Pro Pinball series, is themed around the concept of time travel.

Like many pinball games, Timeshock! has features around the drains to give the player opportunity to "save" the ball. The left drain features an escape hatch back into the main play area, which, with a well timed nudge one can coerce the ball to travel through.

NTSC Rarity: 3
PAL Rarity: 2



Pro Racer

3.3

Developer	Tamsoft Corporation
Publisher	A1 Games, (eu) Midas Interactive
Release date	(us) December 10, 1999 (eu) February 27, 2004
Genre	Racing
Players	1 Player

Pro Racer, also known as Racing in North America, is a budget racing game. It features a choice of six cars and three track options: short course, long course, and mirror course. Players can customize each race with a choice of camera angles and view top finishes with the replay function.

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NTSC Rarity: 1
PAL Rarity: 1

Professional Underground League of Pain

6.1

Developer	Beyond Reality
Publisher	Psygnosis
Release date	(us) February 14, 1997 (eu) April 24, 1997
Genre	Sports
Players	1-8 Players

Professional Underground League of Pain, known as Riot in Europe, is a futuristic sports game. The court is a hall similar to a basketball field but the basket is in the middle. The goal is to throw an charged energy ball into the basket. The team which has the most points when the game is over wins.

NTSC Rarity: 3
PAL Rarity: 2

6.3

NTSC Rarity: 2
PAL Rarity:

Project Overkill

Developer Konami
Publisher Konami
Release date (us) August 31, 1996
(eu) November, 1996
Genre Shooter
Players 1 Player

The gameplay takes on a 3D-esque isometric view, in which the player chooses one of four mercenaries to lead through the levels. The characters act as lives, and if one were killed, the player still has the choice among the remaining mercenaries. Objectives include finding the exit to the level, assassination of an officer, escorting a defect or other important official, retrieving an item, or obtaining a certain percentage of kills in the area.

7.1

NTSC Rarity: 4

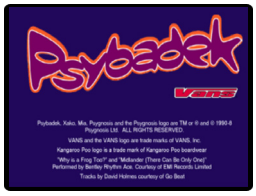
Project: Horned Owl

Developer Alfa System
Publisher SCEA
Release date (us) August 31, 1996
Genre Light-gun
Players 1-2 Players

Project Horned Owl is based on the popular Japanese anime series, Policenauts. This on-rails first-person shooter gives gamers a glimpse of the future in amazing detail and visual acuity. Also, the character artist from the anime Ghost in a Shell created the models for this game

The plot revovles around an invasion of mechanized terrorists turning the city into an urban battleground.

6.1



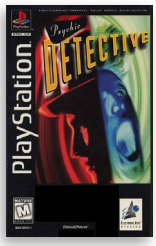
NTSC Rarity: 3
PAL Rarity: 2

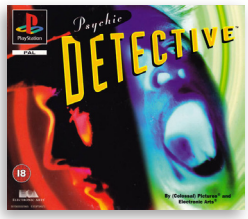
Psybadek

Developer Psygnosis
Publisher Psygnosis
Release date (us) November 17, 1998
(eu) November 1, 1998
Genre Platformer
Players 1 Player

In Psybadek, players maneuver a hoverboard through jungle, desert, underworld and ice levels as Xako or Mia to save their friends trapped by an evil overlord. While more action oriented than racing, the game encourages players to pull off tricks and speed, while collecting stars and solving the odd puzzle.

The game was sponsored by shoe company Vans.





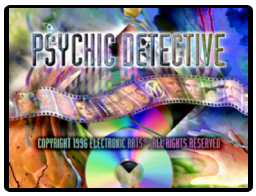
Psychic Detective

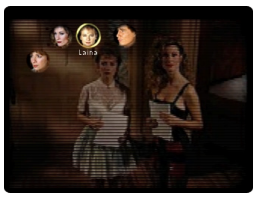
5.1

Developer	Colossal Pictures
Publisher	Electronic Arts
Release date	(us) March 1, 1996 (eu) April 1, 1996
Genre	Interactive movie
Players	1 Player

Psychic Detective is set in San Francisco where the player assumes the role of Eric Fox, a psychic who earns his living doing a magic act in a seedy nightclub.

The game includes adult language and sexual content in the PC and 3DO versions, which was censored from the PlayStation version.





NTSC Rarity: 8
PAL Rarity: 3

Psychic Force

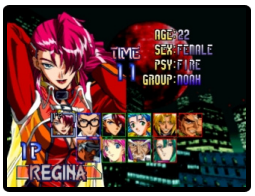
6.7

Developer	Taito
Publisher	Acclaim
Release date	(us) April, 1997 (eu) July, 1997
Genre	Fighting
Players	1-2 Players

Psychic Force is a 3D fighter which combined the normal features of an arcade fighting game with psychic powers. There are eight playable characters available to choose from in the game.

The game was released without much hype and was not commercially successful at the time of its initial release, but the series has since gained a strong cult fanbase.

NTSC Rarity: 7
PAL Rarity: 2



Psychic Force 2

7.4

Developer	Office Create
Publisher	Taito, JVC
Release date	(eu) March 17, 2000
Genre	Fighting
Players	1-2 Players

Originally a arcade game with the name Psychic Force 2012. The PlayStation port featured downgraded graphics, but had included several extra modes, an animated FMV intro, and three returning characters from the original Psychic Force who had been omitted in Psychic Force 2012.

The game was also one of the Sega Dreamcast earliest titles.

PAL Rarity: 2

6.9

PAL Rarity: 2

Puchi Carat

Developer Evolution Entertaiment
Publisher Taito
Release date (eu) February 10, 2000
Genre Puzzle
Players 1-2 Players

The general objective of Puchi Carat is to destroy gem-like blocks using a ball and paddle. Gems "fall in" from the top of the play area one line at a time and are connected to each other either horizontally or vertically. Hitting a gem with the ball will destroy it, and if the destroyed gem causes other gems to no longer be connected to the top of the play area, they fall off, scoring bonus points. Destroying a special flashing gem also destroys all regular gems of the same color in the playfield.

6.0

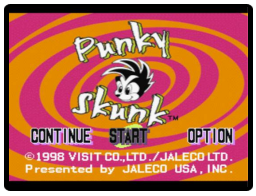
PAL Rarity: 1

Puma Street Soccer

Developer PixelStorm
Publisher SunSoft
Release date (eu) May, 1999
Genre Sports
Players 1-2 Players

Puma Street Soccer is a 4-on-4 football game, based on Puma's own version of indoor football. The field is small, surrounded by a hip-height board players can use to bounce the ball. The rules are simple: the game starts like in basketball, with the ball being dropped between the two forwards in midfield. The rest of the game is very freeform, with fouls being awarded for awkward challenges and throw-ins if the ball goes above the boards.

7.3



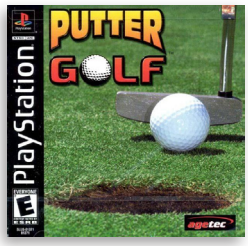
NTSC Rarity: 7

Punky Skunk

Developer Ukiyotei
Publisher Jaleco
Release date (us) February, 1998
Genre Platformer
Players 1 Player

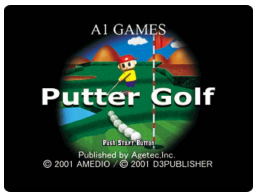
The player takes the role of an anthropomorphic skunk, Punky (known in Japan as Cooly, who needs to save the world from the evil Wolf Pack. The two-dimensional levels are side-scrolling, which is uncommon for PlayStation games.

It remains a collectors curiosity due to the generally unfinished nature of the game and the unfavorable reviews given at the time of release.



Putter Golf

4.6



Developer	Amedio
Publisher	A1 Games
Release date	(us) October 24, 2001
Genre	Sports
Players	1-4 Players

Putter Golf is a 3D miniature golf simulation. It features both a "normal" 9-hole course, with realistic courses, as well as a "trick" 9-hole course, with somewhat more unusual features, such as warp zones and conveyor belts. Rounding out the package is a mix mode, with randomly selected holes from both courses, and a practice mode that both allows players to practice hitting on various slopes, and try out the features from the trick mode.

NTSC Rarity: 1

Puzzle Star Sweep

7.0

Developer	Axela
Publisher	A1 Games, (eu) Midas Interactive
Release date	(jp) January 31, 2001 (eu) September 25, 2000
Genre	Puzzle
Players	1-2 Players

The gameplay of Starsweep is similar to that of the Puzzle League series, but with a more traditional Tetris-like gameplay where pieces fall from the top of the screen.

The one player 'story' mode revolves around moving around an island and playing against 9 opponents who gradually become harder.

NTSC Rarity: 2
PAL Rarity: 1

Puzznic

5.0

Developer	Altron
Publisher	Mud Duck Productions, (eu) Midas Interactive
Release date	(us) May 12, 2003 (eu) February 7, 2003
Genre	Puzzle
Players	1 Player

Puzznic is a tile-matching puzzle arcade game originally developed and produced by Taito in 1989 and ported for the NES, Game Boy, PlayStation, among several other systems. The Japanese arcade and FM Towns version has adult content during game play; a naked woman is revealed at the end of the level. An indie remake was also made in 2009 for iPhone, called Gem Panic.

NTSC Rarity: 2
PAL Rarity: 3

4.0

PAL Rarity: 2

Paris-Marseille Racing

Developer Davilex
Publisher Infogrames
Release date (eu) October 30, 2000
Genre Racing
Players 1 Player

Players can take control of a DeLorian, police car, Mini or Beetle and race through some of France's most famous roads and cities. With tournament, time attack and single race modes, the game allows players to race within three classes, in each of which the object is to place first. The reward is cash to upgrade the numerous cars available with enhanced engines, tires and even a nitro boost.

4.0

PAL Rarity: 3

Paris-Marseille Racing II

Developer Inverse Entertaiment
Publisher Davilex
Release date (eu) October 25, 2002
Genre Racing
Players 1 Player

Paris-Marseille Racing II is the sequel to Paris-Marseille Racing and is a german-developed racing game where the player race through France, London and Las Vegas on a mission to beat drivers from all parts of France. Players can collect money and tune the car during the championships.

The game features different game modes: Tournament, course and vs the world.

8.3

PAL Rarity: 5

Parodius

Developer Konami Computer Entertainment Tokyo, Inc.
Publisher Konami
Release date (eu) March 15, 1996
Genre Shooter
Players 1-2 Players

Parodius is a compilation of the first two arcade incarnations of Konami's shoot'em'up parody series on one disc: Parodius Da! and Gokujyou Parodius.

Shoot 'em ups don't come any weirder than Parodius. Players must dodge through waves of killer penguins, neon rabbits and 50ft tall dancing girls.

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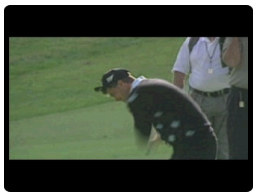
PGA European Tour Golf

6.0



PAL Rarity: 3

Developer Infogrames
Publisher Infogrames
Release date (eu) November 18, 1999
Genre Sports
Players 1-4 Players

PGA European Tour Golf is officially supported by the European Tour itself. Several player names from their respectively skilled tournament are included.

The game features six authentic courses, including Druid's Glen in Ireland, The Islands in Italy and Hanbury Manor in England.

Plane Crazy

4.0

Developer Project Two Interactive
Publisher Inner Workings
Release date (eu) September 15, 1999
Genre Racing
Players 1 Player

Players can either take part in quick race or ghost race, or compete in a full five-world championship, earning cash by getting the fastest checkpoint times and, of course, winning. The money is then used to buy plane upgrades and pay the entrance fee into the next race.

The challenges presented to the player vary from course to course, and the vertical freedom afforded by the game's theme is used to dizzying effect.

Player Manager Ninety Nine

7.0

PAL Rarity: 2

Developer Anco
Publisher Infogrames
Release date (eu) November 10, 1999
Genre Soccer Manager
Players 1 Player

Like the older titles, the games uses the Kick Off engine to simulate games, in this case Kick Off 97. Other match simulation options include a 2D radar (which can quickly change to the 3D engine in key parts of the game such as goals and cards) and a CM-like text mode.

The game is also Mouse compatible.

6.0

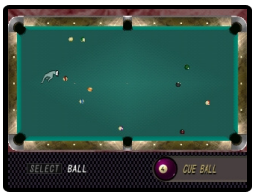
PAL Rarity: 2

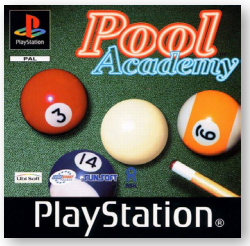
Pool Academy

Developer	Sunsoft, ASK, Ornith
Publisher	UBI Soft Entertainment
Release date	(eu) July 28, 2000
Genre	Sports
Players	1-8 Players

Pool Academy, known as Doukyu Re-Mix Billiard Multiplein Japan, is the sequel to Doukyu Billiard Master. Again the objective is to play the best game of pool possible while wagering high amounts of cash.

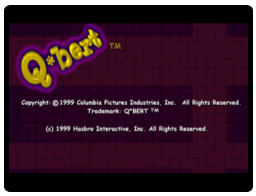
The game features a realistic ball move, and up to 8 human players can play at the same time using the multi-tap function.

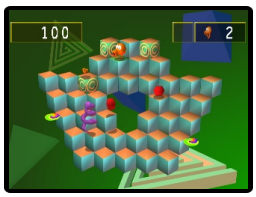




Q*Bert

6.6

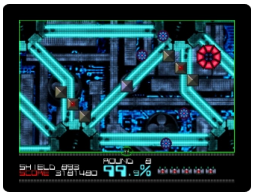




Developer	Artech Studios, Digital Eclipse
Publisher	Hasbro Interactive
Release date	(us) November 12, 1999 (eu) January 15, 2000
Genre	Action
Players	1-2 Players

Hasbro Interactive continues their series of classic Arcade game remakes with Q*bert for the PlayStation. The game includes the original game, a new Adventure mode and a special Head-To-Head contest. The object of the game is to hop Q*bert around a pyramid of cubes and change the colors of the cubes to a target color. In later rounds, one will need to change the colors of the cubes more than once in order to achieve the goal.

NTSC Rarity: 3
PAL Rarity: 2



Qix Neo

7.0

Developer	Taito
Publisher	Mud Duck Productions
Release date	(us) December 1, 2003
Genre	Puzzle
Players	1 Player

QIX Neo is a remake of Volfied, Taito's arcade game from 1989. The graphics and sounds were upgraded, but the basic gameplay remains the same, with the player controlling a tiny ship moving over a green contour line. The thin line is drawn over the edges of the screen, framing the game field. The ship acts as a cursor and has to be used to draw a square or rectangular extension into the field, thus removing it and slowly decreasing the size of the available space.

NTSC Rarity: 3

Quake II

7.5

Developer	Hammerhead
Publisher	Activision
Release date	(us) September 30, 1999 (eu) October 8, 1999
Genre	First-person shooter
Players	1-4 Players

Quake II was originally developed by id Software for Windows computers. It is not a direct sequel to Quake; it merely uses the name of the former game due to id's difficulties in coming up with alternative names.

The PlayStation version is limited to a far lower resolution than the PC original, giving it a grainier look.

NTSC Rarity: 3
PAL Rarity: 2

4.5

PAL Rarity: 4

Quiz Show

Developer	Warthog
Publisher	Digital Bros
Release date	(eu) June 10, 2001
Genre	Trivia
Players	1-6 Players

Quiz Show is a quiz game released for the Italian market and based on the Rai Uno TV Quiz Show, an italian version of Who Wants to be a Millionaire.

The game came with a double cd, where the second cd features the backstage with movies and pictures of the show.

R-Types

7.3

Developer	Irem Software Engineering, Inc., Racdym
Publisher	ASCII Entertainment, (eu) Virgin Interactive
Release date	(us) February 28, 1999 (eu) September 20, 1998
Genre	Shooter
Players	1-2 Players

R-Types is a compilation of R-Type and R-Type II ported from the coin-op to the PlayStation. A couple of features have been added to the games that help prevent them from being to difficult. First, progress through the game is saved at the start of each level. Second, players have unlimited continues.

The game also contains a small library section which describes some of the story behind the R-Type universe.

NTSC Rarity: 3
PAL Rarity: 2

R-Type Delta

7.1

Developer	Irem Software Engineering
Publisher	Agetec, (eu) SCEE
Release date	(us) July 31, 1999 (eu) May 14, 1999
Genre	Shooter
Players	1 Player

R-Type Delta is the fourth game in the R-Type series (hence Delta, the fourth letter of the Greek alphabet), and also the first game offering different fighters, with different Force and Wave Cannon combinations for the player to choose from. Set in 2164, Delta is also the first game in the R-Type series rendered in full 3D graphics.

NTSC Rarity: 3
PAL Rarity: 2

R4: Ridge Racer Type 4

8.1

Developer	Namco
Publisher	Namco Bandai
Release date	(us) May 4, 1999 (eu) September 1, 1999
Genre	Racing
Players	1-2 Players

R4: Ridge Race Type 4 is an arcade-style racing game with a strong emphasis on powersliding around corners. Vehicles utilize one of two styles of powersliding depending on the make of car they select: Drift and Grip.

A peripheral, the JogCon, was released alongside the game, packaged in special editions.

NTSC Rarity: 2
PAL Rarity: 1

5.0

Radikal Bikers

Developer Gaelco, Bit Managers
Publisher Infogrames
Release date (eu) May 23, 1999
Genre Racing
Players 1-2 Players

Radikal Bikers is set in a Mediterranean environment, and is based on delivering pizza on a Italian scooter called Italjet Dragster in heavy traffic before the AI opponent does, while getting points. It has three difficulty levels, which correspond to each of the different places: Capricciosa (medium, set in Rome), Margherita (easy, set in Milan) and Diabola (hard, set in Naples). If one beat all four races in a level, the player get to play the next level free.

7.8

NTSC Rarity: 2
PAL Rarity: 1

Rage Racer

Developer Namco
Publisher Namco
Release date (us) April 30, 1997
(eu) June, 1997
Genre Racing
Players 1 Player

Rage Racer is the third title in the Ridge Racer series on the PlayStation. Visually the game takes a different approach compared to the previous PlayStation titles. The game looks more realistic and has a darker color scheme, it takes a lot of this from the arcade game in the Ridge Racer series, Rave Racer.

The game's objective is to earn money, which can be spent on new cars or on upgrading existing cars.

4.3

NTSC Rarity: 3
PAL Rarity: 1

Rageball

Developer Naps Team
Publisher Agetec Inc., (eu) Midas Interactive Entertainment
Release date (us) xxx
(eu) July 25, 2002
Genre Sports
Players 1-4 Players

The game revolves around a futuristic sport inspired by Speedball 2. The game is set in 2612 and sports hit an all-time low. Therefore, prisoners are sent to the planet IS-326, nicknamed "The Hell", where they are forced to compete in a violent sport with no rules.

"mobygames.com"

The Raiden Project

7.3

Developer	Seibu Kaihatsu
Publisher	SCEA, (eu) Ocean
Release date	(us) September 25, 1995 (eu) November, 1995
Genre	Shooter
Players	1-2 Players

The game is a port of the arcade games Raiden and Raiden II. The game is an arcade perfect port (hence Project), not emulated. Probably because emulating this game on PS1 hardware is not feasible.

Raiden consists of eight vertical scrolling missions where the player maneuvers the Raiden craft dodging and destroying enemy robots, buildings, ground targets, and aircraft.

NTSC Rarity: 5
PAL Rarity: 2

Railroad Tycoon II

6.6

Developer	PopTop Software
Publisher	Take-Two Interactive
Release date	(us) January 31, 2000 (eu) March 24, 2000
Genre	Strategy
Players	1 Player

Railroad Tycoon II is a railroad simulation that covers the entire history of railroads from inception to the present day (and beyond). The player chooses a map (scenario) and assumes the role of chairman of a railroad company.

Most of the gameplay consists of building tracks, stations and trains, which are used for hauling passengers and freight from one station to another.

NTSC Rarity: 2
PAL Rarity: 1

Rally Cross

6.8

Developer	SCEA
Publisher	SCEA
Release date	(us) 1997-01-31 (eu) July, 1997
Genre	Racing
Players	1-4 Players

One of the aspects of Rally Cross that set it aside from other games at this time was the variety of the terrain. Not only is it off-road, but the course is filled with jumps, dips, hairpins, and off camber turns. Consequently, it is very common for the car to flip upside down. By pressing the shoulder buttons, the player can rock the car left or right.

NTSC Rarity: 2
PAL Rarity: 2

Rally Cross 2

6.4

NTSC Rarity: 3
PAL Rarity: 2

Developer	Idol Minds
Publisher	989 Studios
Release date	(us) October 31, 1998 (eu) July 20, 1999
Genre	Racing
Players	1-2 Players

The 1998 sequel improves from the original game with better graphics, an extensive season mode, more vehicles and tracks and a track editor. The game has three difficulty modes: Rookie, Veteran and Pro.

Some vehicles' parts can be modified to the player's liking. All vehicles' bodies can be painted as well.

Rampage World Tour

6.6

NTSC Rarity: 1
PAL Rarity: 2

Developer	Game Refuge
Publisher	Midway Games, (eu) GT Interactive
Release date	(us) October 1, 1997 (eu) December 26, 1997
Genre	Action
Players	1-2 Players

Rampage World Tour is a updated version of the classic arcade game, Rampage. The player chooses one of three monster characters and begins destroying buildings, eating civilians, knocking planes out of the sky, and stepping on tanks. Once all the buildings for a particular stage have been destroyed, the stage is clear and players proceed to the next stage.

"mobygames.com"

Rampage 2: Universal Tour

6.8

NTSC Rarity: 3
PAL Rarity: 2

Developer	Avalanche Software
Publisher	Midway Games, (eu) GT Interactive
Release date	(us) March 31, 1999 (eu) July 6, 1999
Genre	Action
Players	1-3 Players

Like its predecessor, Rampage World Tour, Rampage 2 retains the original 2D worlds, but improves the graphics, completely re-rendering the characters. The premise remains the same: stomp out cities and wreck things in general. Some new features in Rampage 2 include four new characters, new attacks and combos, a power meter, and bonus rounds.

"mobygames.com"

Rampage Through Time

6.7

Developer	Avalanche Software
Publisher	Midway Games
Release date	(us) June 9, 2000
	(eu) September 29, 2000
Genre	Action
Players	1-3 Players

Rampage Through Time is the fourth game in the Rampage series. Its predecessor is Rampage 2: Universal Tour, and it is followed by Rampage: Total Destruction for the PS2.

Campaign Mode is only playable with one player, but the CPU will randomly select two other monsters to oppose the player in that timezone.

NTSC Rarity: 3
PAL Rarity: 2

Rapid Reload

7.8

Developer	Media.Vision
Publisher	SCE
Release date	(eu) September 29, 1995
Genre	Run and gun
Players	1 Player

Rapid Reload, known in Japan as Gunners Heaven, is a run and gun game, with gameplay often compared to the Treasure game Gunstar Heroes.

The player chooses to play as either Axel or Ruka, and with the chosen character, players will fight their way through six levels, each one harder than the previous.

PAL Rarity: 3

Rascal

4.3

Developer	Traveller's Tales
Publisher	SCEA, (eu) Psygnosis
Release date	(us) March 31, 1998
	(eu) March 31, 1998
Genre	Platformer
Players	1 Player

The player assumes the role of Rascal, armed with the Bubble Gun, in a mission through six worlds involving a medieval castle, ancient Aztec ruins, the aquatic city of Atlantis, a Pirate ship and a Western town. In nearly every stage one had to pick up six pieces of an hourglass to open the portal to take him back home and obtain keys to unlock other rooms to other worlds.

NTSC Rarity: 1
PAL Rarity: 2

3.0

NTSC Rarity: 4
PAL Rarity: 2

Rascal Racers

Developer Miracle Designs
Publisher Telegames, (eu) Midas Interactive
Release date (us) March 19, 2004
(eu) June 27, 2003
Genre Racing
Players 1 Player

Rascal Racers is a colorful, kart-style racing game. Players choose one of ten available characters and races can take place on nine different tracks. Six power-ups can come into play, to turn the tables or even the odds, including “Force Field,” “Guided Missile,” “Mine,” “Grenade,” “Tomahawk Rocket,” and “Turbo Boost.” Players can compete in “Time Trial,” “Arcade,” and “Tournament” modes.

6.3

NTSC Rarity: 3
PAL Rarity: 2

Rat Attack!

Developer Pure Entertainment
Publisher Mindscape
Release date (us) August 31, 1999
(eu) October 15, 1999
Genre Puzzle
Players 1-4 Players

Rat Attack! is an arcade style, puzzle game. Its theme is that of group of Scratch Cats stopping a Rat invasion.

The game took several years to be fully developed. While the game was still in development, early versions of the game were sent to news media resulting in early development screenshots, of levels not included in the game.

7.2

NTSC Rarity: 3
PAL Rarity: 2

RayCrisis: Series Termination

Developer Taito Corporation
Publisher Working Designs, (eu) JVC Digital Studios
Release date (us) October 25, 2000
(eu) October 13, 2000
Genre Shooter
Players 1 Player

The sequel to RayStorm, RayCrisis: Series Termination takes place in a time when the future of mankind hangs in the balance.

As with most shooters of this type, the objective in the game is to dodge, weave and blast through wave after wave of alien ships. After destroying an item carrier, one can pick up one of a number of power-up items.

Ray Tracers

7.6

Developer	Taito Corporation
Publisher	THQ, (eu) SCEE
Release date	(us) December 3, 1997 (eu) September, 1997
Genre	Racing
Players	1 Player

Ray Tracers is an arcade styled combat racer that runs through checkpoint courses. The game features three large, distinctly themed levels. Points are awarded for destroying nearly any on-screen object, including scenery as well as other cars. Powerful end bosses pose challenges in each level. Players can select from four high-performance vehicles. The storyline and art style have a strong anime influence.

NTSC Rarity: 5
PAL Rarity: 2

Rayman

7.7

Developer	UBI Soft
Publisher	UBI Soft
Release date	(us) September 9, 1995 (eu) December 1, 1995
Genre	Platformer
Players	1 Player

Early in its development, the game was intended for the Super Nintendo console and featured a two-player mode. Ubi Soft decided to move the project to a CD-ROM console, and the developers hired animators from a cartoon company that considerably improved the graphics. When Super Nintendo's CD-ROM feature was canceled, the game moved to the Atari Jaguar for its superior hardware, and sometime later, the PlayStation.

NTSC Rarity: 1
PAL Rarity: 2

Rayman 2: The Great Escape

7.7

Developer	Ubisoft Shanghai
Publisher	UBI Soft
Release date	(us) September 15, 2000 (eu) September 8, 2000
Genre	Platformer
Players	1 Player

Rayman 2: The Great Escape is considered to have raised standards regarding 3D, level design and game play, being praised by numerous reviews.

In contrast to its predecessor, which was a 2D platformer, Rayman 2 is a 3D platformer. The player navigates through a mostly linear sequence of levels, fighting enemy Robo-Pirates, solving puzzles and collecting lums.

NTSC Rarity: 1

4.0

NTSC Rarity: 2
PAL Rarity: 2

Rayman Brain Games

Developer Aqua Pacific
Publisher UBI Soft
Release date (us) August 11, 2001
(eu) December 20, 2000
Genre Edutainment, Platformer
Players 1 Player

Rayman Brain, known as Rayman Junior in Europe, is an educational platform game, developed by Aqua Pacific, with contributions from schoolteachers.

Rayman Junior has players exploring a map of Rayman's world as in the original game, defeating levels as they go in order to progress. Each 'proper' level has five stages that need to be completed in order to progress further onto the map.

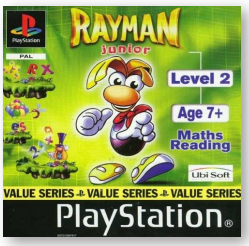
3.5

PAL Rarity: 2

Rayman Junior Level 2

Developer Aqua Pacific
Publisher UBI Soft
Release date (eu) January 12, 2001
Genre Edutainment, Platformer
Players 1 Player

This is the second level of the Rayman edutainment series. The North American release, Rayman Brain Games, has all the difficulty levels in one game. The UK version has the three difficulty levels split across three separate games.



3.5

PAL Rarity: 3

Rayman Junior Level 3

Developer Aqua Pacific
Publisher UBI Soft
Release date (eu) January 12, 2001
Genre Edutainment, Platformer
Players 1 Player

The third level are designed for older children and has the hardest difficulty.

The gane uses an educational approach based on game playing. Players have to answer questions drawn from the school curriculum.

Rayman Rush

6.3

Developer	UBI Soft
Publisher	UBI Soft
Release date	(us) March 26, 2002 (eu) March 8, 2002
Genre	Racing
Players	1-2 Players

Rayman Rush is an on-foot racing game based on the Rayman universe. It features eleven race tracks, and seven characters.

The game has five game modes, where only Championship Mode has multiplayer support. In Championship Mode the player competes with a computer-controlled character, or a second player, to finish 3 laps before the opponent to win.

NTSC Rarity: 1
PAL Rarity: 2

RayStorm

7.5

Developer	Taito Corporation
Publisher	Working Designs, (eu) SCEE
Release date	(us) June 30, 1997 (eu) September, 1997
Genre	Shooter
Players	1-2 Players

RayStorm is a scrolling shooter originally released in Japan as an arcade game in 1996.

Working Designs' version was their first release for the PlayStation and the first game released under their "SPAZ" label dedicated to shooter games; the last under that label was the next "Ray" game, RayCrisis.

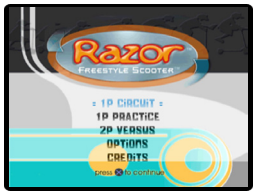
NTSC Rarity: 7
PAL Rarity: 2

Razor Freestyle Scooter

6.0

Developer	Shaba Studios
Publisher	Crave Entertainment, (eu) UBI Soft
Release date	(us) December 11, 2000 (eu) December 14, 2000
Genre	Sports
Players	1-2 Players

Officially licensed by Razor USA, a company that makes scooters and safety equipment, Razor Freestyle Scooter has the player controlling one of ten characters though a series of three environments while trying to perform various stunts and aerial maneuvers. The game was released in Europe as simply "Freestyle Scooter".



NTSC Rarity: 2
PAL Rarity: 2

7.9

NTSC Rarity: 5
PAL Rarity: 2

RC de GO!

Developer Taito Corporation
Publisher Acclaim
Release date (us) September 26, 2000
(eu) September 30, 2000
Genre Racing
Players 1 Player

RC de GO! is a take on the Densha de Go! series, however this time the focus is on remote controlled rally cars. The player can choose from three unique RC cars, each with their own strengths and weaknesses and over 80 different customizable options to choose from including new chassis that can be used to either make a car faster or turn better, among many other unique attributes.

6.1

NTSC Rarity: 2

RC Helicopter

Developer Tomcat System
Publisher Agetec Inc.
Release date (us) March 1, 2003
Genre Simulation
Players 1 Player

RC Helicopter gives players control of a remote-controlled chopper. Levels include a house, train station, and a haunted high school; successful completion of a mission gives players points useful for new batteries, parts, and different helicopters.

Missions steadily increase in difficulty, and several hidden missions can be unlocked for play.

"kimsufi.com"

7.5

NTSC Rarity: 3
PAL Rarity: 2

RC Revenge

Developer Acclaim Studios Cheltenham
Publisher Acclaim
Release date (us) August 16, 2000
(eu) September 15, 2000
Genre Racing
Players 1-2 Players

RC Revenge is a racing game, in which the player races remote controlled cars across many varied tracks. Its span 5 different Worlds: Horror World, Planet Adventure, Jungle World, AKLM Studios, And Monster World.

In Track Editor, players can build their own track and save it on to a PS1 memory card.

R/C Stunt Copter

6.8

Developer	Big Grub, Shiny Entertainment
Publisher	Titus Software, (eu) Interplay
Release date	(us) August 15, 1999 (eu) October 31, 1999
Genre	Simulation
Players	1-2 Players

R/C Stunt Copter, described by developer Shiny as more of a "software toy" than a video game, is an R/C simulation that utilizes the Playstation analog controller. Players can either do stunts or complete mission objectives controlling the helicopter.

Free Flight allows the player to choose a location and practice everything from landing the helicopter to pulling off advanced stunts.

NTSC Rarity: 3

Re-Volt

6.5

Developer	Acclaim Studios London
Publisher	Acclaim Entertainment
Release date	(us) July 31, 1999 (eu) August 25, 1999
Genre	Racing
Players	1-2 Players

Re-Volt is a radio control car racing themed video game. Players take control over one of more than 28 R/C cars and drive on one of the 13 tracks. The tracks are varied, and include a toy shop, a supermarket, a luxury liner and more. It is possible to play a "reversed" or "mirror" variety of each track. There are also 4 levels of realism to choose from.

"mobygames.com"

NTSC Rarity: 1
PAL Rarity: 1

Ready 2 Rumble Boxing

6.6

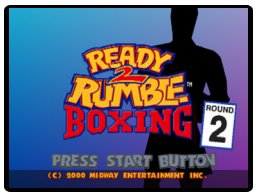
Developer	Point of View
Publisher	Midway
Release date	(us) October 31, 1999 (eu) November 15, 1999
Genre	Sports
Players	1-2 Players

Like Nintendo's Punch-Out!! series, it features many characters with colorful personalities; however, unlike the Punch-Out!! series, Ready 2 Rumble Boxing is in 3D, thus allowing for more control over one's character in the ring.

One unique graphic feature of the game is the gradual bruises gained by players as the fight progresses.

NTSC Rarity: 1

6.8



NTSC Rarity: 1
PAL Rarity: 2

Ready 2 Rumble Boxing: Round 2

Developer Point of View
Publisher Midway
Release date (us) November 1, 2000
(eu) November 24, 2000
Genre Sports
Players 1-2 Players

Ready 2 Rumble: Round 2 picks up right where the previous boxing game left off. Old characters are back, along with a roster of 13 new characters including hidden celebrity players Shaquille O'Neal and Michael Jackson.

There are now 3 levels to the RUMBLE combo gauge. Once players reach the third level, one can hit the enemy for six, out of the ring and into the crowd.

5.1

NTSC Rarity: 5

ReBoot

Developer EA Canada
Publisher Electronic Arts
Release date (us) February 28, 1998
(eu) April 3, 1998
Genre Platformer
Players 1 Player

ReBoot are based on a Canadian CGI-animated action-adventure computer animated television series, originally aired from 1994 to 2001.

ReBoot: Countdown to Chaos is a 3D action-adventure game with a shoot-em-up feel. The action takes place inside Mainframe, a Tron-like world inside a computer, where the evil Megabyte is out to release deadly viruses into the system.

6.9

NTSC Rarity: 5
PAL Rarity: 2

Red Asphalt

Developer Interplay
Publisher Interplay
Release date (us) January 10, 1998
(eu) December 26, 1997
Genre Racing
Players 1-2 Players

Red Asphalt, known in Europe as Rock & Roll Racing 2: Red Asphalt, is the sequel to the original Rock n' Roll Racing for the SNES.

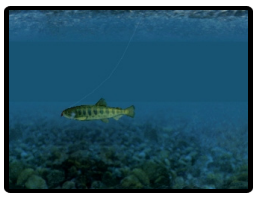
The game features an Underground comix style in the character's profiles and ending-videos and a system of upgrading each character's driving/combat skills similar to RPGs.

Reel Fishing

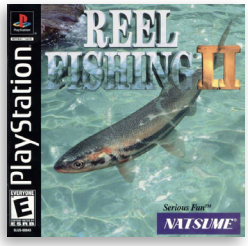
6.5

Developer	Pack-In-Video
Publisher	Natsume
Release date	(us) March 31, 1998 (eu) March 10, 1998
Genre	Sports
Players	1 Player

Reel Fishing, known as Fish Eyes in Japan, is the first in the Reel Fishing series of fishing video games. Strategy comes in choosing the right lure for the circumstance. Underwater shots and "fish-eye" views of the lure offer a perspective on the sport that few ever see on an actual outing. Players can even take a "picture" of their prize catch before releasing it back into the virtual wild.



NTSC Rarity: 1
PAL Rarity: 2



Reel Fishing II

7.8

Developer	Victor Interactive, Team Craze
Publisher	Natsume
Release date	(us) June 14, 2000 (eu) October 6, 2000
Genre	Sports
Players	1 Player

The main menu of Reel Fishing II gives an options menu, Free mode, and Season mode. The game menu is the Aqua Lodge, in which the player may view records, tackle, and a fishing magazine which gives monthly tips and news. In the tank room, the player can care for and watch caught fish.

The game features 19 levels and several different types of fish.

NTSC Rarity: 2
PAL Rarity: 2

Re-Loaded

5.7

Developer	Gremlin Interactive
Publisher	Interplay, (eu) Gremlin Interactive
Release date	(us) December 20, 1996 (eu) December 20, 1996
Genre	Shooter
Players	1-2 Players

The sequel to 1995's Loaded, comes with an improved graphics engine. Re-Loaded puts the player in the shoes of a number of characters, each is weird, deformed, and generally strange.

It is a mission based game, where one must complete various objectives to successfully win in each of the 12 worlds.

NTSC Rarity: 1
PAL Rarity: 1

5.6

NTSC Rarity: 3
PAL Rarity: 2

Renegade Racers

Developer Promethean Designs
Publisher Interplay
Release date (us) December 14, 1999
(eu) March 17, 2000
Genre Racing
Players 1-8 Players

Renegade Racers, a watercraft racing game, has three game modes including arcade, quick race and high score. The modes are further broken down into eight race modes of varying types. In Battle Race, the player blast opponents during the race while Check Point Challenge requires reaching checkpoints within pre-set parameters. Other self-explanatory races include Smash & Grab, Treasure Hunt, Head-to-Head and Dodgems.

5.0

NTSC Rarity: 3

Rescue Copter

Developer AquaSystem Co., Ltd.
Publisher Conspiracy Entertainment Corporation
Release date (us) December 18, 2002
Genre Action
Players 1 Player

Players engage in fifteen missions consisting of border patrols, daring rescues, transport runs, crop dusting, treasure hunts, and fire fighting. Four types of helicopters, each geared for specific tasks, include the R-22 (training, crop dusting), AS350B3 (equipped with cables for external transporting), BK117 (rescue and transport), and the 47G4A-Soloy (low flying crop duster).

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1.0

PAL Rarity: 2

Rescue Heroes: Molten Menace

Developer Runecraft, Asylum Entertainment
Publisher Knowledge Adventure Inc.
Release date (us) September 24, 2001
(eu) May 24, 2002
Genre Action
Players 1 Player

Based on characters from Fisher-Price's Rescue Heroes toy line, Molten Menace has players saving the town of Misty Peaks from a volcanic eruption. Each of the six levels features a different character whose primary goal is to rescue stranded victims. Special missions can also be attempted on each level, which may involve saving animals, dousing fires, or clearing a path for trapped people.

Rescue Shot

8.0

Developer Now Production
Publisher SCEE, Namco
Release date (eu) May 6, 2000
Genre Light-gun
Players 1-2 Players

Rescue Shot is non-violent and aimed at younger players, the game is more forgiving of poor accuracy than others in the genre. Players watch over the game's hero, Bo, as he absentmindedly makes his way through each location, dealing with enemies and manoeuvering him past dangers

The game comprises four areas and a total of ten levels.

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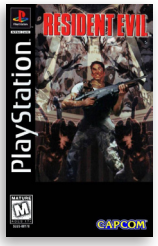
PAL Rarity: 2



Resident Evil

8.3

Developer Capcom
Publisher Capcom, (eu) Virgin Interactive Entertainment
Release date (us) March 30, 1996
(eu) August 1, 1996
Genre Survival horror
Players 1 Player

Resident Evil, originally released in Japan as Bio Hazard, is the first installment in the Resident Evil series

Originally conceived as a remake of Capcom's earlier horror-themed game Sweet Home, development for the game was directed by Shinji Mikami, who took gameplay design cues from the 1992 game Alone in the Dark.

NTSC Rarity: 3
PAL Rarity: 1

Resident Evil: Director's Cut

8.3

Developer Capcom
Publisher Capcom, (eu) Virgin Interactive Entertainment
Release date (us) September 30, 1997
(eu) December 10, 1997
Genre Survival horror
Players 1 Player

Resident Evil: Director's Cut is an updated version of the original Resident Evil. Director's Cut was produced to compensate for the highly publicized delay of the sequel, Resident Evil 2, and was originally bundled with a playable pre-release demo of that game. The main addition to Director's Cut is an "arranged" version of the game that changes the location of nearly every vital item in the mansion, as well as the enemy placement.

NTSC Rarity: 2
PAL Rarity: 2

8.3

NTSC Rarity: 1

Resident Evil: Director's Cut Dual Shock Version

Developer Capcom
Publisher Capcom
Release date (us) September 14, 1998
Genre Survival horror
Players 1 Player

The Dual Shock Ver. featured support for the DualShock controller's analog controls and vibration functions, as well as a new symphonic soundtrack, replacing the original soundtrack by Makoto Tomozawa, Koichi Hiroki, and Masami Ueda. The game's symphonic music is credited in-game to composer Mamoru Samuragochi. However, he admitted years later to hiring Takashi Niigaki to ghostwrite the music for the game.

8.7

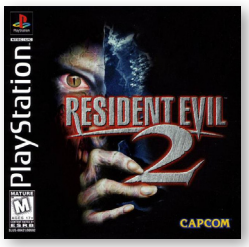
NTSC Rarity: 1
PAL Rarity: 1

Resident Evil 2

Developer Capcom
Publisher Capcom, (eu) Virgin Interactive Entertainment
Release date (us) January 21, 1998
(eu) May 8, 1998
Genre Survival horror
Players 1 Player

Developed by Capcom as the second installment in the Resident Evil series, its story takes place two months after the events of the first game, Resident Evil.

The game's main difference from its predecessor is the "Zapping System", which provides each player character with unique storylines and obstacles.



9.0

NTSC Rarity: 4

Resident Evil 2: Dual Shock Version

Developer Capcom
Publisher Capcom
Release date (us) November 11, 1998
Genre Survival horror
Players 1 Player

After its initial release for the PlayStation in January 1998, Resident Evil 2 was reissued and ported to other systems. The first re-release was the Dual Shock Ver., which incorporated support for the vibration and analog control functions of the PlayStation's DualShock controller. Other additions include a new unlockable minigame called "Extreme Battle", and a "Rookie" mode that enables the player to start the main story with a powerful weapon that features infinite ammunition.

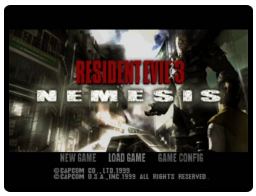
Resident Evil 3: Nemesis

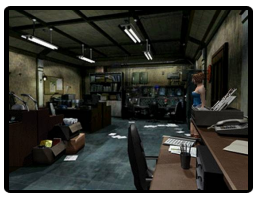
8.4

Developer	Capcom
Publisher	Capcom, (eu) Eidos Interactive
Release date	(us) November 11, 1999 (eu) February 18, 2000
Genre	Survival horror
Players	1 Player

Resident Evil 3: Nemesis occurs 24 hours prior to Resident Evil 2. The storyline expands upon the settings and events of the T-virus outbreak in Raccoon City, and concludes with the fate of the city and its infected population.

The game's storyline was later used as the basis for the 2004 film Resident Evil: Apocalypse.





NTSC Rarity: 1
PAL Rarity: 2

Resident Evil Survivor

5.9

Developer	Capcom
Publisher	Capcom
Release date	(us) August 30, 2000 (eu) March 31, 2000
Genre	Light-gun
Players	1 Player

As the first release of the Gun Survivor series, this game was a major departure from the main Resident Evil series, substituting the third-person perspective of the previous games to the first-person view. The Japanese and European versions of the game were compatible with Namco's GunCon light gun, making it one of the first off-rail light gun games, whereas light-gun compatibility was removed from the North American release.

NTSC Rarity: 2
PAL Rarity: 1

Retro Force

5.6

Developer	Psygnosis LeedsStudio
Publisher	Psygnosis
Release date	(eu) March 17, 1999
Genre	Shoot 'em up
Players	1-4 Players

Retro Force is set in the future where four pilots must travel back in time in order to bring back the lost pieces of the holy artifact.

Players choose either Paris, Hawtin, Pi, each with their own aerial attributes, and shoot down enemies from the sky or the ground. The soundtrack to the game was composed By Gary Mckill.

PAL Rarity: 2

8.1

NTSC Rarity: 7
PAL Rarity: 3

Return Fire

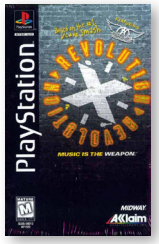
Developer	Silent Software Inc.
Publisher	Time Warner Interactive
Release date	(us) April 12, 1996 (eu) September, 1996
Genre	Strategy
Players	1-2 Players

Return Fire was preceded by Fire Power (1987) and followed by Return Fire 2 (1998). The game is a vehicular shooter from a 3D bird's eye view, in which the player's goal is to capture the enemy flag and return with it to their base. It is remembered as one of the 3DO's "best games" in its Home of the Underdogs entry.

4.4

NTSC Rarity: 3
PAL Rarity: 2

Revolution X

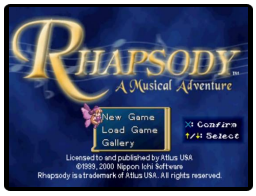


Developer	Software Creations
Publisher	Acclaim
Release date	(us) January 15, 1996 (eu) April 12, 1996
Genre	Shooter
Players	1-2 Players

Revolution X is an arcade rail shooter game featuring the rock band Aerosmith. It features gameplay similar to Midway's earlier Terminator 2: Judgment Day. The PlayStation port is not light gun compatible.

In the game, players battle the oppressive New Order Nation regime and their leader Helga, who have abducted Aerosmith.

7.3



NTSC Rarity: 5

Rhapsody: A Musical Adventure

Developer	Nippon Ichi Software
Publisher	Atlus
Release date	(us) March 30, 2000
Genre	Tactical role-playing game
Players	1 Player

Rhapsody: A Musical Adventure, released in Japan as The Puppet Princess of Marl Kingdom, along with its sequels, are considered musical RPGs, meaning in place of FMV cutscenes, there are musical numbers, complete with vocals. The game is also known for its "overwhelming cuteness" and low level of difficulty. Although this may make the game seem geared towards a younger audience, in Japan, the game and series in general has seen much success.

Rhythm Beat

3.5

Developer Phoenix Games
Publisher Phoenix Games
Release date (eu) April 23, 2004
Genre Music
Players 1-2 Players

Rhythm Beat is a dancing game with some features: 1 or 2 player mode available and Dance Mat compatible. The game also comes with two main game modes; 2 main game modes; Song mode and Collection mode.

The game is more or less a Dance Dance Revolution rip-off, where the player Keep in time with the music and follow the on screen arrows.

PAL Rarity: 3

Ridge Racer

6.9

Developer Namco
Publisher Namco
Release date (us) September 9, 1995
(eu) September 29, 1995
Genre Racing
Players 1 Player

Ridge Racer is a 1993 racing game initially released on the Namco System 22 arcade system board, and later ported to the PlayStation. It is the first title in the long-running Ridge Racer series of games released for arcades and home systems. In the game, the player assumes the role of a car driver and competes with other computer-controlled cars.

NTSC Rarity: 1
PAL Rarity: 1

Ridge Racer Revolution

7.4

Developer Namco
Publisher Namco, (eu) SCEE
Release date (us) September 30, 1996
(eu) May, 1996
Genre Racing
Players 1-2 Players

The gameplay system remains unchanged from Ridge Racer with its set of checkpoints, time-limit and track layout (which remains the same at the beginning but then changes significantly). Like usual, the game consists of three course modes. But, the course level names are changed. They are called “Novice,” “Intermediate” and “Expert.” Also, all the circuits are all different between the course levels.

NTSC Rarity: 3
PAL Rarity: 1

5.3

NTSC Rarity: 3
PAL Rarity: 2

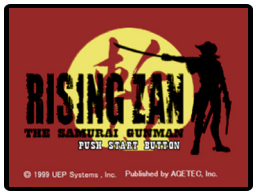
Rise 2: Resurrection

Developer	Mirage Technologies Ltd.
Publisher	Acclaim
Release date	(us) March 6, 1996 (eu) June, 1996
Genre	Fighting
Players	1-2 Players

Rise 2: Resurrection is a sequel to Rise of the Robots, and improves on the first game's graphics, rendering and animation; hits now give off metal scraps and electrical arcs progressively run over the bodies of damaged robots.

Unlike its predecessor, Resurrection allows the players to control any robot, both in one and two-player mode. Also, players can choose from 256 different palette rotations for each robot.

7.4



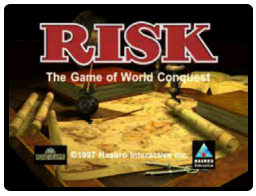
NTSC Rarity: 2
PAL Rarity: 2

Rising Zan: The Samurai Gunman

Developer	UEP Systems
Publisher	Agetec Inc.
Release date	(us) September 30, 1999 (eu) October 15, 1999
Genre	Action-adventure
Players	1 Player

Rising Zan: The Samurai Gunman is an action-adventure game. The story, narrated by Terence McGovern, is notable for its mix of both eastern and western idiosyncrasy, most notably in the protagonist Zan, who has traits of both a Japanese samurai and a Wild West gunslinger. The game was also unique in that it had its own opening theme song with complete, sung lyrics, lending the game the vibe of a Western TV show from the 50s and 60s.

7.4



NTSC Rarity: 3
PAL Rarity: 1

Risk

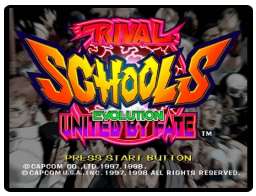
Developer	Runecraft
Publisher	Hasbro Interactive
Release date	(us) May 31, 1998 (eu) December 12, 1997
Genre	Board game
Players	1-4 Players

This game is based on the board game Risk. The player can select as many as five computer opponents. The player can play either the British or American version of the game, including the extra armies cards.

Five maps are available for strategizing, including the classic world map with six continents and the American map, with 14 additional countries and 153 territories.

Rival Schools

7.6



Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactiv
Release date	(us) September 30, 1998 (eu) December 4, 1998
Genre	Fighting
Players	1-8 Players

Rival Schools: United by Fate is a competitive fighting game originally released as an arcade game in 1997 and later ported to the PlayStation. This version of the game came in two CDs. The first disc included the original arcade game and the standard modes included in most home versions of fighting games. The second disc, named the Evolution Disc, featured several new games to complement the arcade original.

NTSC Rarity: 5
PAL Rarity: 2

Riven: The Sequel to Myst

7.5

Developer	Sunsoft
Publisher	Acclaim
Release date	(us) November 30, 1997 (eu) February, 1998
Genre	Graphic adventure
Players	1 Player

The story of Riven is set immediately after the events of Myst. Having been rescued from the efforts of his sons, the main non-player protagonist Atrus enlists the help of the player character to free his wife from his power-hungry father Gehn.

Like its predecessor, Riven is a point-and-click adventure game played from a first-person perspective.

NTSC Rarity: 1
PAL Rarity: 2

Road Rash

7.0

Developer	Apple Advanced Technology Group
Publisher	Electronic Arts
Release date	(us) December 29, 1995 (eu) March 1, 1996
Genre	Racing
Players	1 Player

Road Rash is the name of a motorcycle-racing video game series by Electronic Arts in which the player participates in violent, illegal street races. The series started on the Mega Drive and made its way to various other systems over the years. The game's title is based on the slang term for the severe friction burns that can occur in a motorcycle fall where skin comes into contact with the ground at high speed.

NTSC Rarity: 1
PAL Rarity: 2

6.5

NTSC Rarity: 1

Road Rash 3D

Developer Electronic Arts
Publisher Electronic Arts
Release date (us) May 31, 1998
(eu) June 1, 1998
Genre Racing
Players 1 Player

Road Rash 3D plays similarly to previous games developed in the Road Rash series, which involves the player racing their motorcycle against other motorcyclists. Gameplay favors an arcade-like style, with little emphasis on realism. Despite sharing many characteristics with past games in the series, Road Rash 3D puts a stronger emphasis on the racing aspect of the game, and less on combat

7.2

NTSC Rarity: 2
PAL Rarity: 2

Road Rash: Jailbreak

Developer EA Redwood Shores
Publisher Electronic Arts
Release date (us) February 1, 2000
(eu) March 24, 2000
Genre Racing
Players 1-4 Players

The Road Rash series continues with a new chapter of motorcycle combat and racing action. In Road Rash: Jail Break it's up to the player to bust the toughest rasher of all time, Spaz, out of jail. To accomplish this, he have to join a motorcycle gang and move up through the ranks by succeeding at a variety of challenges and winning races.

7.3

NTSC Rarity: 2

Road & Track Presents: Need for Speed

Developer EA Canada
Publisher Electronic Arts
Release date (us) March 15, 1996
(eu) March 29, 1996
Genre Racing
Players 1-2 Players

Road & Track Presents: The Need for Speed, is a 1994 racing video game first released on the 3DO and then ported over to PlayStation. It is the first title released in the Need for Speed series. The premise of the game involves racing in sport cars, including several exotic models and Japanese imports. The game was noted for its realism and audio and video commentaries.

Roadsters

6.7

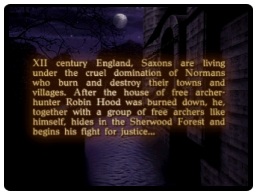
Developer	Smart Dog
Publisher	Titus Software
Release date	(us) March 21, 2000 (eu) June 30, 2000
Genre	Racing
Players	1-2 Player

Roadsters is a car racing game that features both licensed cars from manufacturers and unlicensed cars from imaginary manufacturers that are based and bare great resemblance to their equivalent, real car models. The game also includes multi-player mode supports for up to 2 human players that can compete in any of the available circuits with 4 more CPU controlled racers. This was the only game Titus published for the PlayStation.

NTSC Rarity: 7
PAL Rarity: 3

Robin Hood: The Siege

3.0



Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) March 2, 2004
Genre	Shooter
Players	1 Player

Robin Hood the Siege is a gun game in the style of games like Operation Wolf series, based on the famous character. The game was published only in Europe.

Even though the game is a gun game, it is not light-gun compatible. It is only played with a regular game pad.

PAL Rarity: 3

Robo Pit

7.7

Developer	Altron
Publisher	Kokopeli Digital Studios
Release date	(us) July 10, 1996 (eu) Ocotber 10, 1996
Genre	Fighting
Players	1-2 Players

Robo Pit is an arena fighter. When players start a game, one have to build a mechanical gladiator; choosing the color, body, eyes and legs. While most of the starting choices are purely cosmetic, the legs one choose do slightly affect the game by changing the speed and mobility of the fighter, as well as its special attack. The rules of Robo Pit are; build a robot and then try to fight the way to the top in arenas that are square in shape.

NTSC Rarity: 3
PAL Rarity: 2

6.1

NTSC Rarity: 3
PAL Rarity: 2

Robo Pit 2

Developer	Altron, Mere Mortals
Publisher	Mud Duck Productions, (eu) Phoenix Games
Release date	(us) August 30, 2003 (eu) March 1, 2003
Genre	Fighting
Players	1-2 Players

Robo-Pit 2 is, like its predecessor, a fighting game where robots battle it out in an arena. The game starts with the player creating his own robot. The player can use 146 different parts and 72 colours to create a robot of his own taste. The different body parts that can be customized are head, body, arms and legs. Each body part has its own attack and durability ratings that determines how the robot will fare in combat.

5.3

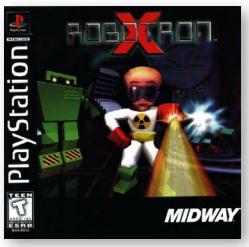
NTSC Rarity: 3
PAL Rarity: 1

Robotron X

Developer	Player 1
Publisher	Midway
Release date	(us) December 10, 1996 (eu) March 1, 1997
Genre	Shooter
Players	1-2 Players

An update of the arcade classic Robotron, Robotron X for the PlayStation adds a 3D environment, multiple perspectives, new music and sound effects, and larger characters to what is essentially the same game.

The player run and shoot in any direction, trying to rid the screen of the Robotrons and rescue the humans from their fate.



7.4

NTSC Rarity: 3

Rock 'Em Sock 'Em Robots Arena

Developer	Paradox Development
Publisher	Mattel
Release date	(us) December 4, 2000
Genre	Fighting
Players	1-2 Players

Rock'em Sock'em Robots Arena is a one-on-one fighting game based on the famous plastic robot fighters. Players get to pit various Rock 'Em Sock 'Em Robots up against one another, or customize the bots' various parts to make them more steel-twisting and destructive. Players initially have 12 different robots to choose from before they head off to the arena.

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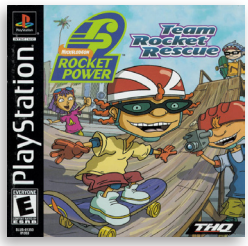


Rocket Power: Team Rocket Rescue

4.4

Developer Darkblack
Publisher THQ
Release date (us) June 9, 2001
(eu) November 23, 2001
Genre Sports
Players 1-2 Players

Rocket Power: Team Rocket Rescue is a game designed to represent the Nickelodeon Rocket Power license. In the game, players take control of the characters Otto and Reggie Rocket, and their friends “Squid” and “Twister”. The main focus of story mode is following their adventure to get the Rocket’s father’s board business more customers by entering xtreme sports competitions under his sponsorship.

NTSC Rarity: 2
PAL Rarity: 2

Rogue Trip: Vacation 2012

7.2

Developer SingleTrac
Publisher GT Interactive
Release date (us) September 30, 1998
(eu) November, 1998
Genre Vehicular combat
Players 1-4 Players

Rogue Trip: Vacation 2012 is a vehicular combat game. It was developed by the game studio SingleTrac using the concept and the engine of their earlier series Twisted Metal.

The story involves the player as an automercenary, hijacking tourists in the various vacation spots of the future and showing them the sights.

NTSC Rarity: 1
PAL Rarity: 2

Roland Garros French Open 2001

6.5

Developer Carapace
Publisher Cryo Interactive
Release date (eu) June 1, 2001
Genre Sports
Players 1-2 Players

Roland Garros French Open 2001 is a 3D tennis Simulation game based on the Roland Garros franchise. The game features a multiplayer mode up to 4 players. Full motion captured animations. 4 tournaments including the Official Roland Garros French Open and the Official Us Open tournament, 16 courts, 4 for each tournament with its particular surface. A Training mode - An exibition mode to battle against the CPU or human opponents in the configuration of ones choosing.

PAL Rarity: 2

7.3

NTSC Rarity: 3
NTSC L.E. Rarity: 6
PAL Rarity: 1

Rollcage

Developer	Attention To Detail
Publisher	Psygnosis
Release date	(us) March 31, 1999 (eu) March, 1999
Genre	Racing
Players	1-2 Players

Rollcage is an arcade-style racing game. The game's selling point was its unique physics engine, in which cars could drive on walls or ceilings because of the airflow passing over them at extreme speeds. The game also featured an original soundtrack by Fatboy Slim and also featured the song "Love Island" from the album You've Come A Long Way, Baby. The North American version also came in a limited edition version with a music CD.

8.2

NTSC Rarity: 4
PAL Rarity: 1

Rollcage Stage II

Developer	Attention To Detail
Publisher	Midway, (eu) SCEE
Release date	(us) October 10, 2000 (eu) March 8, 2000
Genre	Racing
Players	1-2 Players

Rollcage Stage II is the sequel to Rollcage. On top of the basic racing concept, the cars can be equipped with weapons, that are picked up on the track as bonuses, which can be used against competing cars. The automobiles themselves, once again, have wheels that are larger than the body of the car thus creating a car that has no 'right way up' and can be flipped yet continue to drive.

7.6

NTSC Rarity: 4

Romance of the Three Kingdoms IV: Wall of Fire

Developer	Koei, Inis
Publisher	Koei
Release date	(us) March 10, 1996
Genre	Turn-based strategy
Players	1-8 Players

Romance of the Three Kingdoms IV: Wall of Fire is the fourth in the Romance of the Three Kingdoms series of turn-based strategy games based on the historical novel Romance of the Three Kingdoms.

Gameplay is generally similar to the previous installments.

Romance of the Three Kingdoms VI: Awakening of the Dragon

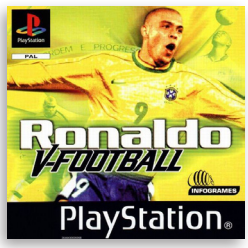
7.7

Developer	Koei
Publisher	Koei, Inis
Release date	(us) April 1, 2000
Genre	Turn-based strategy
Players	1-8 Players

Romance of the Three Kingdoms VI: Awakening of the Dragon is the 6th installment in Koei's famous Romance of the Three Kingdoms series.

As the leader of a nation in war torn ancient China, it is up to players to unify the whole land. To do this, they need to build, manage and control their cities.

NTSC Rarity: 4



Ronaldo V Football

7.6

Developer	Power & Magic
Publisher	Infogrames
Release date	(eu) June 9, 2000
Genre	Sports
Players	1-2 Players

Ronaldo V-Football, intended to be known as Ronaldo V-Soccer in North America until it was cancelled, was endorsed by the Brazilian footballer Ronaldo, at the time one of the highest-renowned players in the world. It is the only game exclusively endorsed by him.

64 international teams (some featuring real player names, others not) are available to play in the five different game modes.

PAL Rarity: 1

Rosco McQueen Firefighter Extreme

7.1

Developer	Psygnosis
Publisher	Psygnosis
Release date	(us) August 31, 1998 (eu) September 1, 1997
Genre	Action
Players	1 Player

Rosco McQueen, a firefighter, is the protagonist of the game and he is visible from a 3rd-person perspective. The overall objective of the game is to put out all fires before the building burns down.

Steve Mcfarlane was the lead games designer for the project and also contributing to Banjo Kazooie Nuts and Bolts later in his career.

NTSC Rarity: 3
PAL Rarity: 2

4.0

NTSC Rarity: 5
PAL Rarity: 2

Roswell Conspiracies: Aliens, Myths and Legends

Developer	Red Lemon Studios
Publisher	UBI Soft, Red Storm Entertainment
Release date	(us) June 14, 2001 (eu) July 13, 2001
Genre	Shooter
Players	1 Player

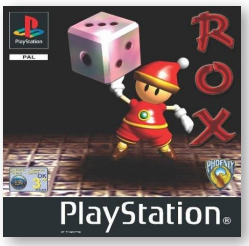
Roswell Conspiracies: Aliens, Myths & Legends is a game based on the animated TV series of the same name, basically X-Files for kids. The player takes the role of Nick Logan who has the unique ability to see through alien disguises.

"mobygames.com"

4.5

PAL Rarity: 2

Rox



Developer	Altron
Publisher	Phoenix Games
Release date	(eu) February 5, 2003
Genre	Puzzle
Players	1-2 Player

Rox is a classically styled puzzle game which is at first look very reminiscent of Tetris, Dr. Mario, or Sega's Columns. The puzzle pieces in Rox are standard dice. Dice of different number values fall from the top of the screen for the player to arrange in place before they hit the bottom. One die must be matched with another of the same number value, aligned so that an additional number of dice equal to that number value are between the two matching die.

6.9

NTSC Rarity: 2

RPG Maker

Developer	ASCII Entertainment
Publisher	Agetec Inc.
Release date	(us) October 2, 2000
Genre	Role-playing game
Players	1 Player

RPG Maker is the first PlayStation version of the RPG Maker series. It allows players with generally low game making experience to create their own 2D RPG's, which they can share with other RPG Maker owners via a Memory Card.

In order to allow players to create their own graphics and animations for RPG Maker, a second program called Anime Maker was included.

Rugrats: Search for Reptar

6.4

Developer	n-space
Publisher	THQ
Release date	(us) October 31, 1998’ (eu) November, 1998
Genre	Platformer
Players	1-4 Players

Rugrats: Search for Reptar is based on the Nickelodeon cartoon Rugrats which aired from 1991 until 2004. The game follows the main character of the cartoon, Tommy Pickles, who has lost his Reptar puzzle. It features stages that are typically based on episodes from the television show.

It was developed with the intent of appealing to ages seven through twelve.

NTSC Rarity: 1

Rugrats in Paris: The Movie

6.0

Developer	Avalanche Software
Publisher	THQ
Release date	(us) October 29, 2000 (eu) March 30, 2001
Genre	Platformer
Players	1-2 Players

Rugrats in Paris: The Movie is a video game based on the movie of the same name from the Nickelodeon animated series, Rugrats. The game follows the adventures of a group of young children in a European theme park.

There are approximately 16 levels, as well as hidden bonus levels, in both single and multi-player games.

NTSC Rarity: 3
PAL Rarity: 1

Rugrats Studio Tour

6.0

Developer	n-Space
Publisher	THQ
Release date	(us) November 10, 1999 (eu) December 15, 1999
Genre	Mini games
Players	1-4 Players

Each level is different, with various mini-games, such as racing and mini-golf. They can be played in any order and will grant the player keys. When all regular levels are completed the player will enter the Find Dil stages. In each level players have to collect items such as cookies, coins, chocolate milk, keys, aliens, diapers, Reptar bars, rockets, gold nuggets and/or beach-balls.

NTSC Rarity: 3
PAL Rarity: 2

6.6

NTSC Rarity: 3
PAL Rarity: 2

Rugrats: Totally Angelica

Developer	Art Co., Ltd
Publisher	THQ, (eu) UBI Soft
Release date	(us) April 13, 2001 (eu) June 29, 2001
Genre	Mini games
Players	1 Player

Players take the role of Angelica, which is exploring the shopping mall in search of stores and items to win. Players can enter a store to play a mini-game. By completing the mini-game, players can choose a prize. Players must collect as many clothes, wigs and accessories as they can, then enter the fashion show. In the fashion show, players play dress-up with Angelica which they create different outfits with the items they've won.

7.3

NTSC Rarity: 4
PAL Rarity: 2

Runabout 2

Developer	Climax Co., Ltd., Graphic Research
Publisher	Hot-B, (eu) Midas Interactive
Release date	(us) April 26, 2000 (eu) February 7, 2003
Genre	Racing
Players	1 Player

Runabout 2 is a racing game released for the PlayStation. The object of the game is to drive from point A to B in a limited amount of time in order to pick up a certain item or deliver an item.

The game consists of 13 missions and the player must complete each mission in order to complete the game

7.1

NTSC Rarity: 4
PAL Rarity: 2

Running Wild

Developer	Blue Shift
Publisher	SCEA, (eu) SCEE
Release date	(us) October 10, 1998 (eu) March 26, 1999
Genre	Racing
Players	1-4 Players

Running Wild is a racing video game where the player can choose characters from an all-animal cast. In the game characters do not use vehicles, but instead race on foot. Each character has their own stats and abilities. A preliminary title for the game was Freakin' Fast.

The UK Official PlayStation Magazine rated Running Wild as 10 out of 10.

Rushdown

7.3

Developer Canal+ Multimedia
Publisher Electronic Arts, (eu) Canal+ Multimedia
Release date (us) March 3, 1999
(eu) November 16, 1998
Genre Sports
Players 1-2 Players

Rushdown is a extreme sports game. The game features kayaking, mountain biking, and snowboarding as the player attempt to finish each outdoor course as quickly as possible. The game features five locales; Africa, Europe, America, Asia, and Japan. The player can choose one of four characters and their equipment for each event.

NTSC Rarity: 5
PAL Rarity: 2

The Raven Project

7.3

Developer Cryo Interactive
Publisher Cryo Interactive
Release date (eu) March 25, 1997
Genre Shooter
Players 1 Player

The Raven Project is a sci-fi shooter with gameplay similar to the Rebel Assault series. Divided into missions, players get to play in ship-to-ship combat, mechanised warrior battles, surface-planetary warfare and tail-gunning, according to the developers. The game also features a complex story with live-action video sequences.

PAL Rarity: 2

Rayman Junior: English

3.5

Developer Aqua Pacific
Publisher UBI Soft.
Release date (eu) November 20, 2000
Genre Edutainment, Platformer
Players 1 Player

The plot of Rayman Junior English is that one day the Magician and Betilla are in Betilla's garden when the magician receive a letter from his english cousing but all the letter is in english and the Magician doesn't understand a single word, and suddendly Mr Dark's appears and stole the letter and put a spell on them that will transform them into garden gnomes. The Magician decide to call Rayman so he can decode the cousin's letter, defeat Mr Dark and break the spell.

PAL Rarity: 1

7.7

PAL Rarity: 3

Real Bout Fatal Fury

Developer SNK
Publisher SCEE
Release date (us) August 1, 1997
Genre Fighting
Players 1-2 Players

Real Bout Fatal Fury is the fifth installment in the Fatal Fury series. The game retains the character roster from Fatal Fury 3, with the boss characters now part of the regular cast. Duck King, Billy Kane and Kim Kaphwan, who were all last featured in Fatal Fury Special, are added to the cast. Series antagonist Geese Howard reprises his role from the original Fatal Fury as the game's final boss.

5.2

PAL Rarity: 2

Road Rage

Developer KCET
Publisher Konami
Release date (eu) January 8, 1997
Genre Racing
Players 1 Player

Road Rage, known as Speed King in Japan, is a 3D futuristic racing game, originally released as a Arcade game, similar to the Wipeout games. The game takes place in Neo Kobe the city of the game Snatcher, one of the cars is also called Solid Snake. The game features 8 different vehicles to choose and different circuits.

6.2

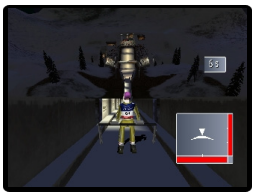
PAL Rarity: 3

RTL Ski Jumping 2002

Developer THQ
Publisher VCC Entertainment
Release date (eu) November 1, 2001
Genre Sports
Players 1-16 Players

RTL Ski Springer 2002 mit Martin Schmitt is a Ski-jumping game in license with a German broadcasting station. Martin Schmitt (born 1978) is one of Germany's most successful ski jumpers.

The player has to train and manage a jumper through the ski-jumping season 2001/2002. The game is a sequel to a series of ski-jumping games.



S.C.A.R.S.

6.5

Developer	Vivid Image
Publisher	UBI Soft
Release date	(us) August 31, 1998 (eu) September, 1998
Genre	Racing
Players	1-4 Players

S.C.A.R.S. (Super Computer Animal Racing Simulator) is a racing game featuring cars that are shaped like animals.

The game itself takes the role as a combat racing game as it features weapons to use against the opposition while racing, and the computers can do the same to players. The game has four modes, including Grand Prix, Challenge and Time Attack.

NTSC Rarity: 4
PAL Rarity: 2

Saban's Iznogoud

3.3

Developer	Microids
Publisher	Microids
Release date	(eu) June 10, 1998
Genre	Platformer
Players	1 Player

Iznogoud is based on the comic and cartoon by the same name. The player control Iznogoud in a very colorful platform environment, moving, jumping, dodging and ducking obstacles all around him. He can pick up objects that increase the life points as well as weapons which he can throw at the many opponents. Each level has a level boss that he must defeat to move on to the next level. There are also passwords given at the end of each level.

PAL Rarity: 2

Sabrina the Teenage Witch: A Twitch in Time!

5.1

Developer	Asylum Studios
Publisher	Berkeley Systems, Inc., (eu) Havas Interactive
Release date	(us) March 28, 2001 (eu) July 27, 2001
Genre	Platformer
Players	1 Player

Based on the TV show, which was itself based on the Archie comic-book series, Sabrina, the Teenage Witch features the voice of series star Melissa Joan Hart. The objective of the game is for Sabrina to use her wit and magic to resolve "amusing" predicaments. Sabrina will runs, jump, and zap her way through several environments.

NTSC Rarity: 3
PAL Rarity: 2

7.5

NTSC Rarity: 1

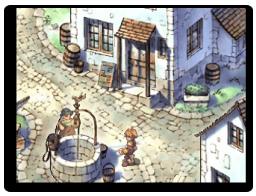
SaGa Frontier

Developer	Square
Publisher	Square EA
Release date	(us) March 31, 1998
Genre	Role-playing game
Players	1 Player

SaGa Frontier is the seventh game in the SaGa series and the first to be released on the PlayStation.

The plot of SaGa Frontier takes place in a science fantasy universe called "The Regions", a group of worlds with varying degrees of culture, unique races, technology, and magic. The game allows the player to follow the exploits of one of seven protagonists, each with his or her own storyline and goal.

7.1



NTSC Rarity: 1
PAL Rarity: 2

SaGa Frontier 2

Developer	Square
Publisher	Square EA
Release date	(us) January 31, 2000 (eu) March 22, 2000
Genre	Role-playing game
Players	1 Player

SaGa Frontier 2 features an art style unique to the series at the time it was released, utilizing hand-painted watercolor backdrops and characters to give the game a storybook feel. Like other SaGa games, gameplay is largely non-linear, giving the player multiple paths to follow in order to complete the game.

Famitsu gave the game a high score of 35 out of 40.

7.3

NTSC Rarity: 4

Saiyuki: Journey West

Developer	Koei
Publisher	SCEA
Release date	(us) August 13, 2001
Genre	Tactical role-playing game
Players	1 Player

Saiyuki: Journey West is based loosely on the Chinese novel Journey to the West. It follows the basic outline of the plot of the novel, in which the main character, a Buddhist practitioner named Sanzo, travels from China to India on a religious mission and has a variety of adventures along the way. The game also features several other characters from the novel, including Son Goku, the monkey king.

Saltwater Sportfishing

5.9

Developer	Coresoft, Inc.
Publisher	Take 2 Interactive
Release date	(us) November 28, 2001 (eu) November 28, 2001
Genre	Sports
Players	1 Player

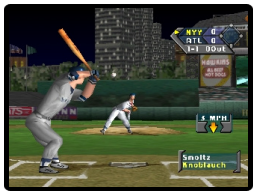
Saltwater Sportfishing let players travel to 12 international ocean paradises to cast for two dozen different species of sports fish. Players must choose from ten line weights and 20 different lures to land the prize catch. The game features three modes of play - Arcade, Recreation, and Tournament - and the player's best catches are preserved for posterity in a virtual gallery.

"kimsufi.com"

NTSC Rarity: 1
PAL Rarity: 2

Sammy Sosa High Heat Baseball 2001

5.8



Developer	Team.366
Publisher	3DO
Release date	(us) February 29, 2000
Genre	Sports
Players	1-2 Players

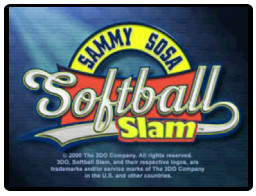
Sammy Sosa High Heat Baseball 2001 is the third installment of the High Heat series from 3DO. The game features several modes of play which includes exibition, season, home run derby, playoffs, and custom league.

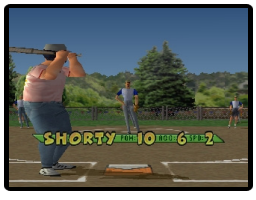
The game covers both the managerial and player aspects of baseball. As manager, the player are given the ability to not only manage a major league squad, but also the minor leagues.

NTSC Rarity: 1

Sammy Sosa Softball Slam

5.3





Developer	3DO
Publisher	3DO
Release date	(us) March 2, 2000
Genre	Sports
Players	1-2 Players

Sammy Sosa Softball Slam uses the same engine of Sammy Sosa's High Heat Baseball, but in a much more down-to-earth manner playing softball. Players can edit/customize the team players. Choose different playing fields. Practice, play a single game or a tournament against seven other teams.

The game also sports three difficulty settings (easy, medium and hard), including an automated Family Mode.

NTSC Rarity: 3

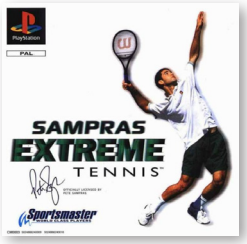
6.6

Sampras Extreme Tennis

PAL Rarity: 1

Developer Codemasters
Publisher Codemasters
Release date (eu) July 1, 1997
Genre Sports
Players 1-4 Players

Codemasters used their Pete Sampras license for a second time on this tennis game. Playing as either a male or female in singles or doubles matches, the players ultimate aim is to win each of the 8 matches, which represent the finals of 8 tournaments. The four Grand Slam tournament venues are unlocked when one win tournaments on the other four (in Barcelona, Hong Kong, Frankfurt and Moscow).



6.8

Samurai Shodown: Warrior's Rage

NTSC Rarity: 3

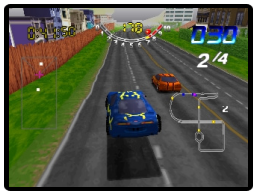
Developer Japan Vistec
Publisher SNK
Release date (us) April 18, 2000
Genre Fighting
Players 1-2 Players

Samurai Shodown: Warriors Rage, known as Samurai Spirits 2: Asura Zanmaden in Japan, is the followup to Samurai Shodown 64 on the N64.

Though a straight action fighting game at its core, Warrior's Rage features undeniable elements of role-playing. The game's story mode has players fighting through a series of related contests on their way toward the final "shodown" with three tough bosses.

5.7

San Francisco Rush: Extreme Racing

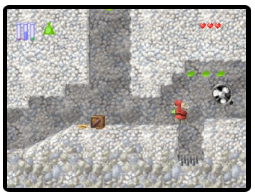


NTSC Rarity: 1
PAL Rarity: 2

Developer Climax Group
Publisher Midway
Release date (us) February 28, 1998
(eu) April 2, 1998
Genre Racing
Players 1-2 Players

San Francisco Rush Extreme Racing for the PlayStation is based on the 1996 hit arcade game by Atari Games. Players will race through locations based on San Francisco cities, rural areas, and suburban neighborhoods. Environments can also be cycled through day, night, and snow conditions in order to add some variety and challenge to the racing action.

Santa Claus Saves The Earth



Developer	Telegames
Publisher	Telegames
Release date	(eu) November 29, 2002
Genre	Platformer
Players	1 Player

In this poor excuse of a game, players can explore four worlds consisting of 15 different levels, including 3 bosslevels, several guards and creatures, each with different abilities, a parallax background scrolling giving a weak illusion of depth in the worlds, “digitized” sound effects, “animated” in-game cartoons, and a password save ability.

5.0

PAL Rarity: 3

Schnappi Das Kleine Krokodil: 3 Fun Games

Developer	Ak tronic
Publisher	Phenomedia
Release date	(eu) June 18, 2005
Genre	Mini games
Players	1 Player

Schnappi, das kleine Krokodil is a German children’s cartoon. Schnappi was a character in a popular animated German children’s TV show called Die Sendung mit der Maus. The introductory song reached #1 on the German charts in January 2005.

The game was only released in Germany, and was one of the last PlayStation 1 games released.

3.0

PAL Rarity: 2

Scooby-Doo and the Cyber Chase

Developer	Art Co., Ltd
Publisher	THQ
Release date	(us) October 4, 2001 (eu) December 7, 2001
Genre	Platformer
Players	1 Player

Scooby-Doo and the Cyber Chase is based on the Warner Brothers film of the same name.

In the game, the player controls Scooby-Doo and Shaggy in a 3D environment. The player defeats bosses, and tracks down Scooby snacks and other pick-ups. The main goal of the game is to defeat the Phantom Virus, a computer virus which has been terrorizing video games.

6.0

NTSC Rarity: 2
PAL Rarity: 2

4.0

Scooter Racing

NTSC Rarity: 3
PAL Rarity: 2

Developer	Vision Scape Interactive, Inc.
Publisher	Crave Entertainment, (eu) UBI Soft
Release date	(us) November 1, 2001 (eu) March 15, 2002
Genre	Racing
Players	1-2 Players

The sequel to Razor Freestyle Scooter, Razor Racing has the same Tony Hawk-inspired gameplay but more of a focus on racing the small scooters carrying the Razor brand. The game includes 13 different characters to play and six areas in three cities. Each city has a track and a park. Once players successfully win the track race, one have to beat a specified score in the freestyle park, which will then unlock the next city.

6.0

Scrabble

NTSC Rarity: 3
PAL Rarity: 1

Developer	Runecraft
Publisher	Hasbro Interactive, (eu) UBI Soft
Release date	(us) November 9, 1999 (eu) December 7, 2001
Genre	Board game
Players	1-4 Players

Hasbro Interactive's best-selling computer title based on one of the world's most famous word games has made the translation to the PlayStation with real-time 3D graphics and support for up to four players. As with the two previous CD-ROM games, Scrabble for the PlayStation also contains the Merriam Webster's Official Scrabble Player's Dictionary, 3rd Edition, so players can look up definitions to certain words.

4.0

Sea-Doo HydroCross

NTSC Rarity: 5

Developer	Vicarious Visions, Inc.
Publisher	Vatical Entertainment LLC.
Release date	(us) June 6, 2001
Genre	Racing
Players	1-2 Players

Sea-Doo HydroCross offers players five different models of jet skis and eight courses on which to race them. The game has two different physics model settings - a simulation mode for a realistic-like feel and an arcade mode for faster, more forgiving gameplay.

The game is built on the Polaris SnoCross game engine.

Sensible Soccer

3.5

Developer Sensible Software, Krisalis Software
Publisher GT Interactive
Release date (eu) January 8, 1999
Genre Sports
Players 1-2 Players

Sensible Soccer, often affectionately known as Sensi, is an association football video game series which was highly popular in the early 1990s and which still retains a cult following. The PlayStation version of Sensible Soccer is the followup sequel to Sensible Soccer '98. The game now has all the club teams of Europe included. With new features that had never been used in the Sensible Soccer series before this release.

PAL Rarity: 2

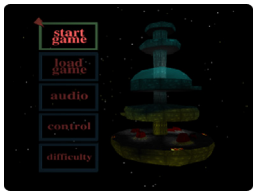
Sentient

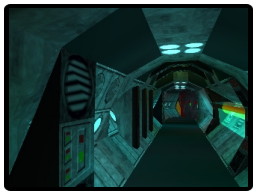
6.5

Developer Psygnosis
Publisher Psygnosis
Release date (us) April 10, 1997
(eu) July 1, 1997
Genre Adventure
Players 1 Player

Sentient is a first-person adventure game. There has been a breakout of radiation sickness on Space Station Icarus, the player has been sent to investigate. After arriving at the station, it becomes apparent that radiation is only one of many problems; the Captain is dead and a power struggle has ensued.

The characters in the game were based on facial scans of staff at the studio.





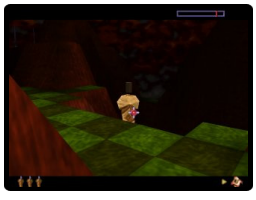
NTSC Rarity: 3
PAL Rarity: 2

Sentinel Returns

7.3

Developer Hookstone
Publisher Psygnosis
Release date (us) September 20, 1998
(eu) July 17, 1998
Genre Puzzle
Players 1 Player

Sentinel Returns is the sequel to The Sentinel by Geoff Crammond and features 651 levels. This game looks very different from its predecessor. While in The Sentinel the levels were bright and colorful, in Sentinel Returns they are dark and gloomy, with flashes of light being emitted when an object is created or absorbed.



NTSC Rarity: 5
PAL Rarity: 2

5.0

NTSC Rarity: 2
PAL Rarity: 2

Sesame Street Sports

Developer Realtime Associates Inc.
Publisher NewKidCo, (eu) UBI Soft
Release date (us) October 31, 2001
(eu) January 2, 2002
Genre Sports
Players 1 Player

Specifically aimed at younger children, Sesame Street Sports focuses on good sportsmanship and having fun over any sort of competition. Although its six events are called "races," there are no opponents to battle.

The events include unicycle riding, bathtub boating, sledding and inline skating.

5.0

NTSC Rarity: 3
PAL Rarity: 2

Sesame Street: Elmo's Letter Adventure

Developer Realtime Associates Inc.
Publisher NewKidCo, (eu) UBI Soft
Release date (us) October 16, 1998
(eu) January 12, 2000
Genre Edutainment, Mini games
Players 1 Player

Elmo's Letter Adventure is an educational game for preschooler kids. Characters from Sesame Street help young children to learn the alphabet through a series of mini games. Players are given spoken instructions about every mini game by Sesame Street characters. The player controls Elmo in several mini games, ranging from scuba diving to vehicle driving.

5.0

NTSC Rarity: 3
PAL Rarity: 2

Sesame Street: Elmo's Number Journey

Developer Realtime Associates Inc.
Publisher NewKidCo, (eu) UBI Soft
Release date (us) March 10, 1999
(eu) January 12, 2000
Genre Edutainment, Mini games
Players 1 Player

Sesame Street: Elmo's Number Journey is an educational 3D action-adventure that is designed to help children ages three to six with number recognition and basic addition and subtraction. It was released almost simultaneously with Sesame Street: Elmo's Letter Adventure, as well as two similar titles for the Nintendo 64 platform.

Shadow Gunner: The Robot Wars

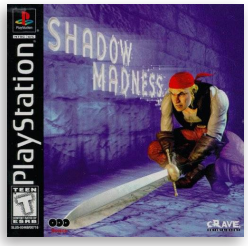
3.0

Developer	Vertex
Publisher	UBI Soft
Release date	(eu) October 30, 1998
Genre	Action
Players	1 Player

Shadow Gunner: The Robot Wars is a third person shooter in which the player control a giant robot. Defeating enemy robots will allow players to gain new power-ups and weapons to improve on the firepower. The robot can be equipped with a jet pack that lets him fly. Levels include both inside and outside locations.

PAL Rarity: 2

Shadow Madness



6.4

Developer	Crave Entertainment
Publisher	Crave Entertainment
Release date	(us) April 30, 1999 (eu) February 25, 2000
Genre	Role-playing game
Players	1 Player

Shadow Madness is a turn-based RPG and the first video game released by Crave Entertainment. The player party consists of three members, each with their own strengths and weaknesses. In battle, the player has a choice of using physical attacks, magic, items and escape.

The game was packaged with a separate demo disc for Jade Cocoon.

NTSC Rarity: 1
PAL Rarity: 2

Shadow Man

6.4

Developer	Acclaim Studios Teesside, Ltd.
Publisher	Acclaim
Release date	(us) September 30, 1999 (eu) September 28, 1999
Genre	Action-adventure
Players	1 Player

The player character are Shadow Man, a person who can switch between the world of the dead and of the living. His mission is to prevent five serial killers from bringing the total Armageddon. In the world of the living, he is mortal and have conventional weapons. When he die, he is transported to the world of the dead and become Shadow Man once again.

NTSC Rarity: 1
PAL Rarity: 2

6.4

NTSC Rarity: 3
PAL Rarity: 1

Shadow Master

Developer Hammerhead
Publisher Psygnosis
Release date (us) December 31, 1997
(eu) January, 1998
Genre First-person shooter
Players 1 Player

Shadow Master is a first-person shooter video game, set in a sci fi universe. The player takes control of a futuristic, and heavily armed ATV to traverse each level, combat aliens, and complete level objectives.

The game contains seven different worlds to explore, separated by sixteen different levels, with each world having its own unique visual style.

8.1

NTSC Rarity: 3

Shadow Tower

Developer From Software, Inc.
Publisher Agetec Inc.
Release date (us) November 10, 1999
Genre Role-playing game
Players 1-2 Players

Shadow Tower is a first-person view action role-playing game that shares many similarities with the King's Field series of games.

The game is an action oriented dungeon crawl. Unlike most RPGs it does not feature experience points; instead, the player's powers increase as a direct result of killing monsters in the game. Different monsters will raise different elements of the character.

8.0

NTSC Rarity: 7
PAL Rarity: 3

Shanghai: True Valor

Developer Sunsoft
Publisher Sunsoft, (eu) Activision, Infogrames
Release date (us) June 25, 1999
(eu) May 1, 1999
Genre Puzzle
Players 1-2 Players

Shanghai: True Valor is a 3D puzzler based on the classic Oriental games Mah Jong and Shanghai. Each game starts off with a stack of tiles arranged in a pyramid shape. In order to win, the player is required to match up tiles by finding "free" tiles of the same type.

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Shaolin

6.8

Developer	Polygon Magic
Publisher	THQ
Release date	(eu) March 31, 2000
Genre	Fighting
Players	1-8 Players

Shaolin is a fighting game. Between the fights, the player walks around in a typical J-RPG fashion in a full 3D world. The player can talk with various NPCs that populate the world. Some will challenge the player to a duel, which has to be won in order to progress the story. Duels aren't always one versus one, but can include multiple enemies. Eating at restaurants restores health, but also has an effect on the look of the character.

PAL Rarity: 2

Sheep

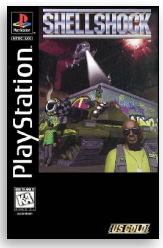
6.5

Developer	Minds-Eye Productions
Publisher	Empire Interactive
Release date	(us) November 6, 2000 (eu) November 17, 2000
Genre	Strategy, Puzzle
Players	1 Player

Sheep bears some resemblance to the video game Lemmings. The player can choose between 4 herders, the people Adam Half-pint and Bo Peep, and the dogs Motley and Shep.

The player must then guide sheep of 4 types, actually aliens from the planet Ovis Aries, through a series of obstacles to the finish line in the level.

NTSC Rarity: 3
PAL Rarity: 2



Shellshock

4.9

Developer	Core Design Ltd.
Publisher	U.S. Gold, (eu) Core Design Ltd.
Release date	(us) April 13, 1996 (eu) April 19, 1996
Genre	First-person shooter
Players	1 Player

Da Wardenz, an anti-terrorist tank force, is called in whenever there is trouble somewhere in the world. The player, a rookie hired by the tank force , must battle in 25 increasingly difficult missions.

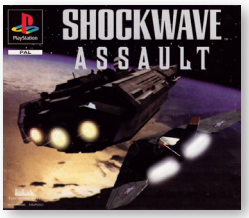
When a mission is successfully completed, the player earn cash which one can spend on repairing the tank and extra upgrades.

NTSC Rarity: 5
PAL Rarity: 2

4.2

NTSC Rarity: 5
PAL Rarity: 2

Shockwave Assault



Developer	Crystal Dynamics, Advanced Technology Group.
Publisher	Electronic Arts
Release date	(us) December 5, 1995 (eu) February, 1996
Genre	Shooter
Players	1 Player

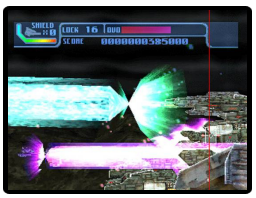
Shockwave Assault, also released simply as Shockwave, is a science fiction flight combat shooting game. The player takes control of a futuristic plane to defeat extraterrestrial ships and tripods. The plane's main weapons are lasers and rockets.

The game includes two discs. The first disc takes place on earth where the player must liberate the planet from the alien invaders. The second disc takes place on Mars.

5.8

NTSC Rarity: 2

Shooter: Space Shot



Developer	C.I.I.
Publisher	A1 Games
Release date	(us) October 1, 2001
Genre	Shooter
Players	1 Player

Shooter: Space Shot, known in Japan as Simple 1500 Series 35: The Shooting, is a horizontally scrolling shoot 'em up. Players can play through the game or practice their various skills in two different modes of play using only one ship.

A unique attribute to Space Shot is that there are no pick-up items or upgrades: all of the following are at the player's immediate disposal in unlimited quantities.

6.8

NTSC Rarity: 2
PAL Rarity: 1

Shooter: Starfighter Sanvein

Developer	Success
Publisher	A1 Games, (eu) Midas Interactive
Release date	(us) February 28, 2001 (eu) September 1, 2000
Genre	Shooter
Players	1 Player

Sanvein is a top-down, multidirectional shooter. Players can select different floors of various complexes to do battle with various enemies and bosses. Although the story is very vague, the game involves the attempt to escape from, and ultimately destroy, a giant space station called St. Schutz, a suggestively corrupted utopia; the player controls the titular Sanvein on such an attempt by battling with the station's defense mechanisms.

Shrek Treasure Hunt

3.8

Developer	The Code Monkeys
Publisher	TDK Interactive
Release date	(us) October 20, 2002 (eu) November 15, 2002
Genre	Mini games
Players	1 Player

Shrek Treasure Hunt are based on characters and settings from the computer-animated film Shrek. Players control the titular ogre on a quest to find ten missing picnic items stolen by the Three Blind Mice. The result is an adventure through ten different locales linked together by the swamp. Each area contains a mini-game that will reveal one of the lost picnic items once completed.

NTSC Rarity: 1
PAL Rarity: 2

Silent Bomber

8.0

Developer	CyberConnect2
Publisher	Bandai, (eu) Studio 3
Release date	(us) February 29, 2000 (eu) July 14, 2000
Genre	Action
Players	1-2 Players

Silent Bomber is based on the classic top down shoot 'em up genre but with a twist: Instead of shooting the enemy, the player blows them up using bombs.

The player takes control of the protagonist, Jutah, whose mission is to attack and destroy the facilities and defenses of the colossal space dreadnought Dante.

NTSC Rarity: 6

Silent Hill

8.5

Developer	Konami
Publisher	Konami
Release date	(us) January 31, 1999 (eu) August 1, 1999
Genre	Survival horror
Players	1 Player

Silent Hill is the first installment in the series. The game uses a third-person view, with real-time 3D environments. To mitigate limitations of the hardware, developers liberally used fog and darkness to muddle the graphics.

The game is considered a defining title in the survival horror genre, moving away from B movie horror elements, toward a psychological style of horror emphasizing atmosphere.

NTSC Rarity: 1

6.5

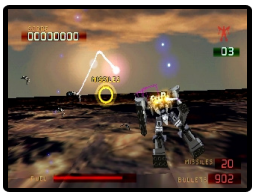
PAL Rarity: 2

Silent Iron

Developer Naps Team
Publisher Phoenix Games
Release date (eu) 2003
Genre Shooter
Players 1 Player

The mission is to destroy the enemy robots and save the world in this 3D Arcade shooter. The player control a weaponized mecha in a gameplay similar to classic games like Space Harrier.

The game comes with 13 levels.



7.8

NTSC Rarity: 3

Silhouette Mirage

Developer Treasure
Publisher Spaz (Working Designs)
Release date (us) January 5, 2000
Genre Platformer
Players 1 Player

The game is an action side-scroller similar to Gunstar Heroes. What makes the game unique is that it works the concept of the two attributes into the game: A figure inflicted by an attack whose attribute differs from it suffers Power damage, and has its spirit absorbed when inflicted by same-type attacks.

It is regarded as a quite difficult game to finish completely, especially in the English version.

6.8

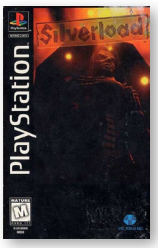
NTSC Rarity: 7

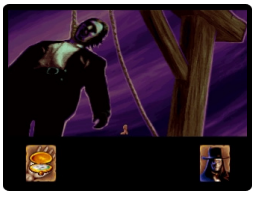
SilverLoad

Developer Millennium Interactive Ltd.
Publisher Vic Tokai Inc.
Release date (us) May 10, 1996
Genre Adventure
Players 1 Player

In this single-player game, the player control, via a first person perspective, a Wild West cowboy as he ventures into a haunted town in order to save a child that was taken from their parents.

As is the case with other graphic adventure games, progress in SilverLoad involves finding and interacting with various “hot spots” in order to pick up objects, solve puzzles and interact with (or kill) the various characters in the town.





SimCity 2000

6.1

Developer	Maxis
Publisher	Maxis
Release date	(us) July 9, 1996 (eu) November 10, 1998
Genre	Strategy
Players	1 Player

SimCity 2000 is a city-building simulation game and the second installment in the SimCity series.

The PlayStation version use the same graphics as the Saturn version, however the city does not evolve. The port also allows the player to tour their city from a car's perspective and has a full motion video intro. The graphics are identical to SimCopter.

NTSC Rarity: 2
PAL Rarity: 2

Sim Theme Park

6.7

Developer	Bullfrog Productions, Climax Group
Publisher	EA Square
Release date	(us) March 21, 2000 (eu) March 24, 2000
Genre	Strategy
Players	1 Player

Theme Park World, or Sim Theme Park, is a construction and management simulation, and the sequel to the successful 1994 video game Theme Park.

In the game, players build their own theme park with roller coasters, rides and food stalls. Each building can be customized for its appearance, prices and also the length of the ride.

NTSC Rarity: 2
PAL Rarity: 2

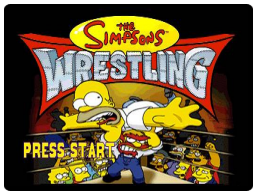
The Simpsons Wrestling

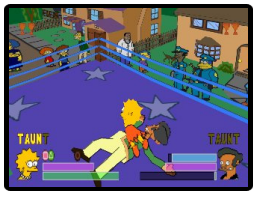
5.2

Developer	Big Ape Productions
Publisher	Activision, (eu) Electronic Arts
Release date	(us) April 12, 2001 (eu) March 22, 2001
Genre	Fighting
Players	1-2 Players

The Simpsons Wrestling is a fighting game based on the animated television series The Simpsons and on the professional wrestling genre.

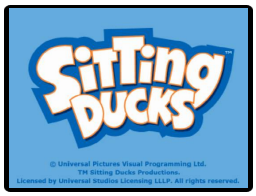
There are 20 characters in the game, all of whom are voiced by the same actors that provide their voices in the show, and each character executes his or her own exclusive moves and gestures and power moves in the wrestling ring.





NTSC Rarity: 2
PAL Rarity: 1

6.0



PAL Rarity: 2

Sitting Ducks

Developer The Code Monkeys
Publisher LSP
Release date (eu) April 16, 2004
Genre Action
Players 1 Player

Sitting Ducks is based on a children's animated television series wich in turn are based on an iconic lithograph. The game has players controlling an affable duck named Bill and his sidekick friend Aldo, who just so happens to be an alligator. Played from a side-scrolling perspective, the game has players journeying throughout DuckTown, where the duo will meet up with other characters, hitch a ride on a scooter, and perform various other task-oriented activities to help out friends in need.

6.2

NTSC Rarity: 3
PAL Rarity: 2

Skeleton Warriors

Developer Neversoft Entertainment
Publisher Playmates, (eu) Virgin Interactive
Release date (us) May 22, 1996
(eu) September 1, 1996
Genre Beat'em up
Players 1 Player

Skeleton Warriors is based on a 13 episode cartoon series created by Landmark Entertainment Group, which originally aired in 1993-1994 on CBS.

The game is a 2D sidescrolling platform game with 3D pre-rendered graphics, with around 100 types of enemies for the player to slay. Players need to complete 21 levels filled with demonic evil creatures before fighting the Baron Dark himself.

4.2

PAL Rarity: 1

Ski Air Mix

Developer KID
Publisher Midas Interactive
Release date (eu) January 9, 2000
Genre Sports
Players 1-2 Players

Ski Air Mix is an alpine skiing video game, originally published by KID in Japan, and later published by Midas Interactive Entertainment in Europe two years later and sold as a "budget" title.

The player takes control of one of four different skier models; two male models and two female ones. Each model can be equipped with one of 11 different pairs of skis, each with their own statistics.

Skullmonkeys

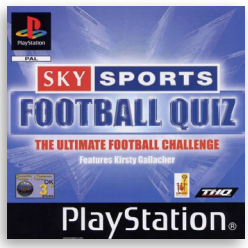
7.7

Developer	The Neverhood, Inc.
Publisher	Dreamworks Interactive, (eu) Electronic Arts
Release date	(us) January 31, 1998 (eu) February 20, 1998
Genre	Platformer
Players	1 Player

Skullmonkeys, released in Japan as Klaymen Klaymen 2: Skullmonkey no Gyakushuu, is the sequel to The Neverhood, created by animator Doug TenNapel.

Rather than being a PC adventure game like its predecessor, it is a platform game for the PlayStation. The setting of it came from a place described in The Neverhood Hall of Records in the Neverhood by one of the other god-like beings created by Quater.

NTSC Rarity: 3
PAL Rarity: 3



Sky Sports Football Quiz

5.7

Developer	Hothouse Creations
Publisher	THQ
Release date	(eu) December 7, 2001
Genre	Trivia
Players	1-4 Players

Sky Sports Football Quiz features several thousands of questions from all over the soccer world, including pictures and audio clips. Up to four players can be able to play over four different game styles, including 'Dream Team' where answering questions awards 'money' which is used to build up a custom team of players, and a fast-paced 'Penalty Shoot-Out' mode for a quick-fire challenge. The game rewards knowledge and speed, but punishes bad guesses with a Red- and Yellow- card system.

PAL Rarity: 1

Sky Sports Football Quiz Season 02

4.0

Developer	Hothouse Creations
Publisher	THQ
Release date	(eu) May 31, 2002
Genre	Trivia
Players	1-4 Players

Sky Sports Football Quiz Season 02 is the sequel to Sky Sports Football Quiz and features television presenter Kirsty Gallacher.

Just like its predecessor, the game is a quiz game that tests the knowledge on how well players know about facts on Soccer. The player is able to choose between four modes; Penalty Shootout, Man of the Match, League Championship, and Dream Team.

PAL Rarity: 1

5.0

NTSC Rarity: 2

Skydiving Extreme

Developer Metro
Publisher Natsume
Release date (us) August 9, 2001
Genre Sports
Players 1-2 Players

In Skydiving Extreme, players try to maneuver a team of skydivers into different formations in an odd mix of skydiving simulation and rhythm gameplay.

Players can lead their team in competition against a string of computer-controlled international contenders, or go head-to-head against another player. Each squad can perform over 40 different formations and a practice mode allows the player to perfect his skills without the time limit.

7.6

NTSC Rarity: 3
PAL Rarity: 2

Slam 'n' Jam 96 featuring Magic & Kareem

Developer Left Field Productions
Publisher Crystal Dynamics
Release date (us) May 10, 1996
(eu) July 26, 1996
Genre Sports
Players 1-4 Players

Slam 'N Jam was released for the 3DO first and later updated for PlayStation. This is the first attempt by Crystal Dynamics at a basketball game and, depite the lack of typical features, they were likely influenced by the two major basketball franchises by EA Sports and Sega.

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4.8

NTSC Rarity: 5
PAL Rarity: 1

Slamscape

Developer Viacom New Media
Publisher Viacom New Media, (eu) Virgin Interactive
Release date (us) October 15, 1996
(eu) March 15, 1997
Genre Shooter
Players 1 Player

SlamScape is a 3D shooting game set in a surreal world of bomb-throwing ferris wheels, deadly teddy bears, exploding balloons, bottled brains on unicycles and a Scary-Go-Round, a spinning seagull named Gullicopter, and other bizarre enemies.

Electro-rockers God Lives Underwater have lent their musical talents for the interactive soundtrack.

Sled Storm

7.4

Developer	EA Canada
Publisher	Electronic Arts
Release date	(us) July 31, 1999 (eu) August 11, 1999
Genre	Racing
Players	1-4 Players

Sled Storm is a series of snowmobile racing video games. It gained critical acclaim due to its original concept of being one of the first snowmobile racing titles. The series currently consists of two games *(2015)*, both of which are named simply Sled Storm.

The game features snowmobiles, stunts and fourteen snow-covered courses consisting of slippery slopes, inclement weather and treacherous cliffs.

NTSC Rarity: 1
PAL Rarity: 1

Slots

4.0

Developer	Coresoft, Inc.
Publisher	Activision
Release date	(us) June 26, 2003
Genre	Casino
Players	1 Player

Slots is a slot-machine simulation game. The featured machines are based on real IGT Slot Machines and include themes like the Fourth of July, Leap Frog, Blackjack, Hot Peppers, Baseball, and Wild Cherry.

Features include forty different casino slot machines, with quarter, dollar, and five-dollar machines.

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NTSC Rarity: 2

Small Soldiers

6.5

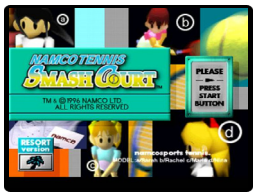
Developer	Dreamworks Interactive
Publisher	Electronic Arts
Release date	(us) September 30, 1998 (eu) November 13, 1998
Genre	Action-adventure
Players	1-2 Players

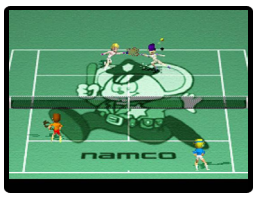
Small Soldiers is based on the film of the same name. The game differs from the film in that the plot and theme were changed. The film was set in the real world, while the game was set a fictional 'fantasy' world where the Commando Elite were trying to eliminate the Gorgonites and destroy their home. Players took the role of Archer, as he battled against the Commando Elite, led by Chip Hazard.

NTSC Rarity: 3
PAL Rarity: 2

Smash Court

6.6



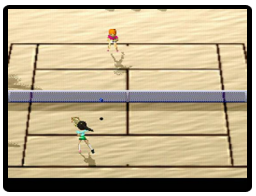


PAL Rarity: 2

Developer	Namco
Publisher	Namco
Release date	(eu) December 15, 1996
Genre	Sports
Players	1-2 Players

Namco Tennis Smash Court is the first game in the Smash Court series for the PlayStation. The player controls a tennis player and can compete in different competitions like tournament, single or double games, among other.

The game features different game modes and a good selection of characters to choose, 2D cartoon graphics and a fast and easy gameplay since the game is easy to control but takes time to master.



The Smurfs

6.8

NTSC Rarity: 5
PAL Rarity: 2

Developer	Doki Denki
Publisher	Infogrames
Release date	(us) November 23, 1999 (eu) October 6, 1999
Genre	Platformer
Players	1 Player

The Smurfs is composed of two game playing modes: “It’s a Piece of Cake” and “It’s No Picnic.” The former is made up of six areas in which the player must gather rattles and baby bottles for young Baby Smurf. It’s No Picnic has players guiding Hefty through 10 levels trying to rescue all nine Smurfs before confronting Gargamel.

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Smurf Racer!

6.4

NTSC Rarity: 1
PAL Rarity: 2

Developer	Artificial Mind & Movement
Publisher	Infogrames
Release date	(us) April 1, 2001 (eu) March 29, 2001
Genre	Racing
Players	1-2 Players

Smurf Racer!, known in Europe as 3, 2, 1, Smurf!, is a kart racing game. Smurfs compete for the Mushcup or Sasparilla Palm using wind-up cars and special tricks, with Brainy Smurf, always the authority, judging the matches.

The Official UK PlayStation Magazine gave the game a score of 1/10.

Sno-Cross Championship Racing

5.8

Developer	UDS
Publisher	Crave Entertainment, (eu) UBI Soft
Release date	(us) August 9, 2000 (eu) August 6, 2000
Genre	Racing
Players	1-2 Players

Sno-Cross Championship Racing provides players with the opportunity to race 12 snowmobiles by Yamaha. In the championship mode snowmobiles can be upgraded with money won by winning races and performing tricks. There are 10 racing circuits set in such locations as Nagano, Aspen, and Munich. A track editor is included as well so that users can modify current tracks or create their own.

NTSC Rarity: 2
PAL Rarity: 1

Snow Racer `98

6.0

Developer	Ocean, Power & Magic
Publisher	Infogrames
Release date	(eu) July 20, 1998
Genre	Sports
Players	1-2 Players

Snow Racer 98 is an arcade simulation of several winter sports. There are 15 slopes to choose from, 20 different aerial stunts to perfect and events like Downhill and Slalom Skiing, Alpine speed-boarding and pure aerobatic snowboarding.

All of 1998's official ranges are represented and the game is endorsed by both Nidecker and Dynastar.

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PAL Rarity: 3

Snowboarding

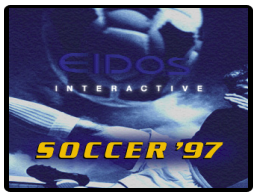
4.0

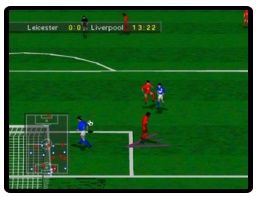
Developer	A1 Games
Publisher	Agetec, (eu) Midas Interactive
Release date	(us) December 10, 2000 (eu) May 2, 2003
Genre	Sports
Players	1-2 Players

Snowboarding, or Snowboard Racer, consists of racing downhill and performing stunts. The Race Mode allows players to race against the clock or two computer-controlled opponents. Snowboarding's Trick Mode requires gamers to perform numerous maneuvers to gain more time to complete courses. In both modes, gamers can choose from one of three different boarder characters as they ride through the game's 27 different courses.

NTSC Rarity: 3
PAL Rarity: 1

7.5





PAL Rarity: 2

Soccer 97

Developer Silicon Dreams
Publisher Eidos Interactive
Release date (eu) March 10, 1997
Genre Sports
Players 1-4 Players

Soccer '97 is an updated version of Olympic Soccer. The game now holds a PFA licence which allows the use of Premier and selected First Division teams, each with a full updated squad of pro players.

The games are played to capacity crowds in multi-tiered stadiums, while all of the action can be viewed from a selection of camera angles that range from pitch level to top down.

6.0

PAL Rarity: 4

Soccer Kid

Developer Telegames
Publisher Telegames
Release date (eu) December 13, 2003
Genre Platformer
Players 1 Player

Soccer Kid is a platform game originally created by UK-based developer Krisalis and released in 1993.

The goal of the game is to guide a little soccer player boy through various levels, using his soccer ball as the main tool. The player character can perform runs, shots, bicycle kicks, headers and other sorts of soccer moves to either advance in the level or eliminate enemies.

6.4

NTSC Rarity: 2

Sol Divide

Developer Psikyo, Boom
Publisher XS Games LLC.
Release date (us) December 1, 2002
Genre Shooter
Players 1-2 Players

Set against a medieval fantasy backdrop, Sol Divide is a 2D side-scrolling shooter that pits one or two players against a horde of flying enemies. There are three different characters that can be played as, each with their own weapon and fighting style. Various magic scrolls can be found by defeating enemies which allow the player to cast several different types of spells including lightning and fire.

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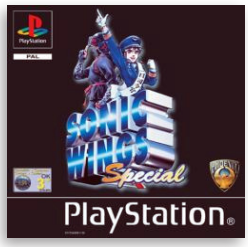
Sonic Wings Special



7.3

Developer	Video System
Publisher	Phoenix Games
Release date	(eu) August 12, 2004
Genre	Shooter
Players	1-2 Players

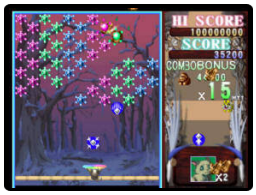
Sonic Wings Special is an enhanced and expanded port of Aero Fighters Special, a coin-op shoot-'em-up with vertical scrolling.

The home console version adds new characters and endings, new bosses, updated graphics and unlockable planes. There are also Time Attack and 2-player modes. There is a total of 14 playable characters and several different endings.

PAL Rarity: 2

Sorcerer's Maze

5.1



Developer	Four Winds
Publisher	XS Games
Release date	(us) December 4, 2003 (eu) June 27, 2003
Genre	Breakout
Players	1-2 Players

As in the classic arcade title Breakout, Sorcerer's Maze presents players with a series of increasingly difficult stages, each of which must be cleared by destroying a variety of colored bricks found within. Players are equipped with a small paddle, capable only of horizontal movement, which they maneuver so as to deflect a tiny ball around the screen -- the ball will destroy any brick it contacts, while continuing to ricochet.

NTSC Rarity: 2
PAL Rarity: 2

Soul Blade

8.1

Developer	Namco
Publisher	Namco, (eu) SCEE
Release date	(us) January, 1997 (eu) May, 1997
Genre	Fighting
Players	1-2 Players

Originally released as an arcade game in 1995, an upgraded and expanded version of the game was ported to the PlayStation later that same year.

The game was a commercial and critical success and acts as the first installment in the Soul series, where it was followed up with Soulcalibur in 1998.

NTSC Rarity: 1
PAL Rarity: 1

Soul of the Samurai

7.5

NTSC Rarity: 2
PAL Rarity: 2

Developer	Konami Computer Entertainment Sapporo
Publisher	Konami
Release date	(us) August 31, 1999 (eu) September 15, 1999
Genre	Action-adventure
Players	1 Player

From the start the player chooses to be either a young male ronin named Kotaro or a teenage female ninja named Lin. From then on he or she travels through prerendered levels, killing enemies and fulfilling their mission.

An early version of the game, developed under the working title Shogun Assassin, featured a young warrior named Hotaru and Hyaku, a member of the shogunate secret police.

South Park

5.6

NTSC Rarity: 1
PAL Rarity: 1

Developer	Iguana Entertainment, Appaloosa Interactive
Publisher	Acclaim
Release date	(us) September 30, 1999 (eu) October 31, 1999
Genre	First-person shooter
Players	1-2 Players

South Park is a first person shooter. The game's single player mode places the player in control of one of the four main characters of South Park. The player must defeat a variety of enemies using the various weapons found throughout each stage in order to reach the exit point at the end, similar to Doom and other FPS games of the time period.

South Park: Chef's Luv Shack

6.7

NTSC Rarity: 2
PAL Rarity: 1

Developer	Acclaim Studios Austin
Publisher	Acclaim
Release date	(us) October 31, 1999 (eu) December 3, 1999
Genre	Trivia, Mini games
Players	1-4 Players

South Park: Chef's Luv Shack is a 2D game show-style party game. Its gameplay involves playing minigames and the ability to play against other players in a challenge for the most points. It also involves trivia questions about South Park and other topics.

The game was met with mixed to negative reviews.

South Park Rally

5.6

Developer	Tantalus Interactive
Publisher	Acclaim
Release date	(us) November 30, 1999 (eu) January 28, 2000
Genre	Racing
Players	1-2 Players

South Park creators Trey Parker and Matt Stone had little to do with the development of South Park Rally (as well as the two other Acclaim releases), although they did contribute a number of original lines of voice acting for it, as they do most of the voices on the show. Parker and Stone have publicly criticized Acclaim and the quality of the games.

The game was met with mostly negative reviews.

NTSC Rarity: 1
PAL Rarity: 1

Soviet Strike

7.4

Developer	EA Tiburon
Publisher	Electronic Arts
Release date	(us) October 31, 1996 (eu) November, 1996
Genre	Shooter
Players	1 Player

Soviet Strike is a helicopter-based shooter game and the sequel to the Strike games which began on the Sega Mega Drive with Desert Strike: Return to the Gulf. .

Like its predecessors, the game features shooting action mixed with strategic management of fuel and ammunition, but has more authentic 3D graphics, as well as a modified overhead - as opposed to isometric - perspective.

NTSC Rarity: 1
PAL Rarity: 1

Space Debris

7.5

Developer	Rage Software Limited
Publisher	SCEE
Release date	(eu) January 26, 2000
Genre	Shooter
Players	1 Player

Space Debris is a third-person perspective space shooter that casts the player as UED pilot James Bryant, a brash young adventurer who is humanity's last hope. Gameplay takes place across 10 levels with 6 different attack ships to pilot. The majority of the levels are linear with a few alternate paths. There are, however, numerous free-roaming levels which give the navigation controls over to the player.

"mobygames.com"

PAL Rarity: 2

7.3

NTSC Rarity: 3

Space Griffon VF-9

Developer Panther Software
Publisher Atlus
Release date (us) November 25, 1995
Genre First-person shooter
Players 1 Player

Space Griffon VF-9 is a graphically enhanced version of the earlier computer game Hamlet.

The game mixes typical FPS gameplay with RPG elements. The player are inside a giant mech that can transform into a shape fit for walking, driving, and a mixture of both. Players can collect multiple weapon enhancements to super-charge the Griffon.

6.0

NTSC Rarity: 3
PAL Rarity: 3

Space Hulk: Vengeance of the Blood Angels

Developer Krisalis Software Ltd., Key Game
Publisher Electronic Arts
Release date (us) July 1, 1996
(eu) July 5, 1996
Genre Real-time tactical first-person shooter
Players 1-2 Players

Space Hulk: Vengeance of the Blood Angels is based on Games Workshop's board game Space Hulk, part of the Warhammer: 40,000 universe, and is the sequel to the 1993 video game Space Hulk. Like its predecessor, Vengeance of the Blood Angels combines first-person shooter gameplay with real-time tactical elements.

7.6

NTSC Rarity: 2
PAL Rarity: 1

Space Invaders

Developer Z-Axis
Publisher Activision
Release date (us) September 30, 1999
(eu) February 24, 1999
Genre Shooter
Players 1-2 Players

Unlike the original Space Invaders, which consisted of standard slide-and-shoot action (using a single type of missile), this re-make is loaded with power-ups. Players can retrieve shields, double shots, timestops and energy boosts from the mother ship. Destroyed aliens provide vertical blasts, horizontal bursts, diagonal bursts, swarm missiles, fat lasers, boomerang bombs, acidic clouds and other powerful weaponry.

Space Jam

6.1

Developer	Sculptured Software
Publisher	Acclaim
Release date	(us) October 31, 1996 (eu) March, 1997
Genre	Sports
Players	1-6 Players

Space Jam is a video game that ties in with the film of the same name. Unlike the film and real rules of basketball, each team plays 3-on-3. Players have a choice whether to play as the Tune Squad or the Monstars. It features basic controls and 2D graphics.

Official U.S. PlayStation Magazine gave it a score of 3 out of 10

NTSC Rarity: 3
PAL Rarity: 3

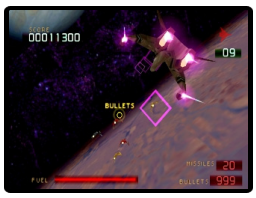
Space Rider

6.0

Developer	Naps Team
Publisher	Phoenix Games
Release date	(eu) November 10, 2003
Genre	Shooter
Players	1 Player

Space Rider is another of the Phoenix 3D shooters. The player controls a space ship and have to destroy the enemy ships in a level to advance to the next mission.

The game features 13 levels.



PAL Rarity: 3

Spawn: The Eternal

3.9

Developer	SCE
Publisher	SCE
Release date	(us) December 1, 1997 (eu) April, 1998
Genre	Action
Players	1 Player

Spawn: The Eternal is based on the Spawn comic book series created by Todd McFarlane and produced by Image Comics.

When played on a CD player, the disc would be revealed to contain a lengthy audio interview with Spawn creator Todd McFarlane.

NTSC Rarity: 2
PAL Rarity: 2

6.2

NTSC Rarity: 1
PAL Rarity: 1

Spec Ops: Airborne Commando

Developer Big Grub
Publisher Gotham Games
Release date (us) September 18, 2002
(eu) February 7, 2003
Genre Action
Players 1 Player

Spec Ops: Airborne Commando is an isometric action game where the player control a lone soldier through 16 levels of shooting and using high-tech equipment.

During missions, Rangers pick up items found in the environments, deactivate mines and trip wires, blow up barrels containing explosives, find supply crates with special pickup items, safeguard hostages, and utilize health packs.

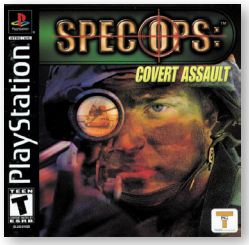
5.5

NTSC Rarity: 1
PAL Rarity: 1

Spec Ops: Covert Assault

Developer Runecraft
Publisher Take 2 Interactive
Release date (us) October 5, 2001
(eu) June 29, 2001
Genre Action
Players 1-2 Players

Covert Assault, another installment of the Spec Ops franchise, offers up action for one or two players to control US Army Rangers, in 3rd-person missions and combat across four different locations. At the beginning of each mission, players choose a two-man team from a group of six rangers. Each has different qualities (a sniper, a gunner, a grenadier), so one need to compose a team fit for the specific task, with more than 10 weapons available.



5.4

NTSC Rarity: 1
PAL Rarity: 1

Spec Ops: Ranger Elite

Developer Runecraft
Publisher Take 2 Interactive, Talonsoft
Release date (us) May 2, 2001
(eu) February 7, 2003
Genre Action
Players 1-2 Players

Spec Ops: Ranger Elite is a tactical shooter with an emphasis on strategy. As in earlier releases in the Spec Ops series, the player takes control of two operatives from a small group of highly trained Army Rangers. Each member of the group has a specialty so choosing the right duo for a given mission is an important factor of success.

Spec Ops: Stealth Patrol

4.8

Developer	Runecraft
Publisher	Take 2 Interactive, Talonsoft
Release date	(us) April 10, 2000 (eu) January 15, 2000
Genre	Action
Players	1-2 Players

Players have access to a team of five rangers, from which they can select two for any mission. The rangers each belong to one of five specialties: machine gunner, grenadier, rifleman, close quarters specialist, and sniper. Each ranger has a default load-out appropriate to his specialization; the sniper carries a scoped sniper rifle while the grenadier has a rifle with a grenade launcher attachment.

NTSC Rarity: 1
PAL Rarity: 1

Speed Machines

3.2

Developer	Mere Mortals
Publisher	Midas Interactive
Release date	(eu) September 10, 2002
Genre	Compilation
Players	1 Player

Speed Machines is yet another compilation released by Midas Interactive. The game features the engines of three games; GP Challenge, Kart Challenge and Sports Superbikes, also released by Midas.

The three games features three different difficulty levels (Novice, Amateur and Professional) and four different lap numbers (3, 5, 10 and 100 km).

PAL Rarity: 1

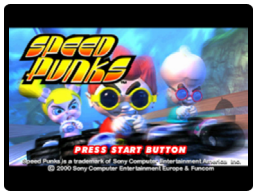
Speed Freaks

7.2

Developer	Funcom
Publisher	SCE
Release date	(us) March 31, 2000 (eu) September, 1999
Genre	Racing
Players	1-4 Players

Speed Freaks, released as Speed Punks in North America, is a racing game for up to four players. The game involves racing around a variety of tracks while using several weapons; including items that make the racer's speed increase, missiles, and slime.

Sony acquired the rights to publish the game in North America as early as the summer of 1999, but held back as to avoid competing with Crash Team Racing.



NTSC Rarity: 1
PAL Rarity: 1

5.2

NTSC Rarity: 7

Speed Racer

Developer Amanodai, Graphic Research
Publisher Jaleco Entertainment
Release date (us) February 28, 1998
Genre Racing
Players 1 Player

Based on the popular cartoon, Mach Go Go Go, Speed Racer joins the plethora of racing games available for the PlayStation. As Speed Racer himself, the player can race on three different tracks simply titled S, M and L for small, medium and large. Before beginning a race players choose between three slight variations of Speed Racer's famous white Mach 5. Each of the three cars is equipped with special features such as grip tires, rotary saws, a periscope, a deflector and auto jacks.

5.5

NTSC Rarity: 1
PAL Rarity: 1

Speedball 2100

Developer The Bitmap Brothers
Publisher Empire Interactive, Inc.
Release date (us) October 25, 2000
(eu) September 29, 2000
Genre Sports
Players 1-2 Players

Speedball 2100, a a cross between handball, roller derby, and hockey, is a 3D version of Speedball 2 with more options such as choosing and renaming any team, instead of having to play with Brutal Deluxe.

This version failed to win over gamers and press because it lacked the speed and gameplay of the originals.

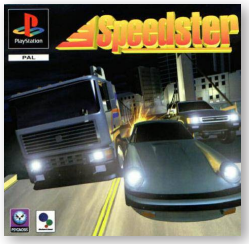
7.1

NTSC Rarity: 5
PAL Rarity: 2

Speedster

Developer Clockwork Games
Publisher Psygnosis
Release date (us) April 30, 1997
(eu) May 1, 1997
Genre Racing
Players 1-2 Players

Speedster, known as Rush Hour in North America, is a 3D racing game played from an overhead perspective. The player can choose from eight international courses and over 15 vehicles, from monster trucks to sports cars, as one compete in one of three game types: Time trial, Single race, and Championship. Players challenge seven computer-controlled drivers across multiple laps on each course.



Spice World

4.2

Developer	SCE
Publisher	Psygnosis, (eu) SCEE
Release date	(us) July 31, 1998 (eu) June, 1998
Genre	Music
Players	1 Player

In this game, players have to prepare the Spice Girls for a live television concert by doing such things as teaching them the dance steps they must do for the performance, choosing the song they will perform, and the sequence in which the song's lyrics will be sung. The player get to watch the girls "sing" and dance as the player has directed them to, with the camera shots selected by the player.

NTSC Rarity: 1
PAL Rarity: 1

Spider-Man

7.9

Developer	Neversoft Entertainment
Publisher	Activision
Release date	(us) August 30, 2000 (eu) September 15, 2000
Genre	Beat 'em up
Players	1 Player

Spider-Man is an action-adventure beat 'em up video game based on Marvel's Spider-Man Universe.

Spider-Man uses the same game engine as Tony Hawk's Pro Skater. Spider-Man also was a hidden character in Tony Hawk's Pro Skater 2, and during gameplay a reference is made to this. The Lizard was meant to appear in the final cutscene but was not included in the final version of the game's cutscene.

NTSC Rarity: 1
PAL Rarity: 1

Spider-Man 2: Enter Electro

7.5

Developer	Vicarious Visions
Publisher	Activision
Release date	(us) October 19, 2001 (eu) October 26, 2001
Genre	Beat 'em up
Players	1 Player

The original version of the game was pulled after the September 11, 2001 terrorist attacks and re-released to change the final battle stages and modifying to add a large bridge to it. Originally, the battle was atop the North Tower of the World Trade Center, but since the towers were destroyed on September 11, the game was re-released with a different ending.

NTSC Rarity: 1
PAL Rarity: 1

7.2

NTSC Rarity: 4
PAL Rarity: 3

Spider: The Video Game

Developer Boss Game Studios
Publisher Take 2 Interactive, (eu) BMG Interactive
Release date (us) February 26, 1997
(eu) April, 1997
Genre Action
Players 1 Player

The player takes the role of a cybernetic spider, within which the mind of its creator has been implanted. As the spider, the player must rove within full 3D environments of the laboratory in which it was created, thus many of the obstacles include lab sinks, acid, test tubes and primarily other cybernetic creatures as enemies. After escaping the laboratory, the player goes to a factory, a museum, and various other locales.

5.4

NTSC Rarity: 2
PAL Rarity: 1

Spin Jam

Developer Empire Interactive
Publisher Empire Interactive
Release date (us) August 10, 2000
(eu) July 1, 2000
Genre Puzzle
Players 1-2 Players

Spin Jam is a puzzle game that involves aiming colored bubbles at flower petals. When three bubbles are united with their respective colored petal, the petal will burst. When all petals burst, the level is won.

Battle mode let two players compete in a head-to-head match. The winner is the first to explode their screen's petals.

6.2

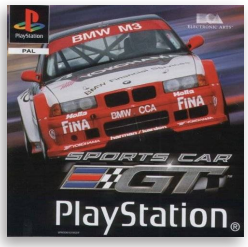
NTSC Rarity: 2
PAL Rarity: 2

SpongeBob SquarePants: SuperSponge

Developer Climax Group
Publisher THQ
Release date (us) September 21, 2001
(eu) November 23, 2001
Genre Platformer
Players 1 Player

SpongeBob SquarePants: SuperSponge is a 2D platform game. It is the only SpongeBob game released on PlayStation (besides Nicktoons Racing which features SpongeBob as a playable characters).

Scattered through all the levels there are golden spatulas — by collecting all the 100 in a level SpongeBob wins an extra life.



Sports Car GT

6.4

Developer	Point of View, Inc.
Publisher	Electronic Arts
Release date	(us) April 5, 1999 (eu) April 5, 1999
Genre	Racing
Players	1-2 Players

Like most racing game, there are various gameplay options from which the player can choose. These include the Season, Arcade, and Time Trial modes. Beginning with 50,000 dollars in cash, players will first need to purchase a car for the Season mode. This mode requires players to finish in the top three positions for each course in order to advance in rank. Along the way, players will earn more cash that can be used for car upgrades.

NTSC Rarity: 2
PAL Rarity: 2

Sports Superbike

4.6

Developer	Interactive Entertainment
Publisher	Midas Interactive
Release date	(eu) September 1, 2000
Genre	Racing
Players	1 Player

Sports Superbike is based on the Superbike racing, a category of motorcycle racing that employs modified production motorcycles.

The gameplay features three modes; Training, practice, and single race in four different circuits; Indonesian, Japanese, European, and South African.

PAL Rarity: 1

Sports Superbike 2

3.0

Developer	Mere Mortals, Ltd.
Publisher	Mud Duck Productions, (eu) Midas Interactive
Release date	(us) October 6, 2002 (eu) December 13, 2002
Genre	Racing
Players	1-2 Players

The sequel, Sports Superbike 2, let players experience motorbike racing on 15 tracks against up to 20 computer-controlled opponents or compete against another player via split screen action.

The Workshop allows customization of the various motorbikes, including gearbox (automatic or manual), gear ratios (21 different sprocket sets), and tires (hard or soft).

NTSC Rarity: 3
PAL Rarity: 1

7.1

NTSC Rarity: 7
PAL Rarity: 2

Spot Goes To Hollywood

Developer	Eurocom Entertainment Software, Burst Studios
Publisher	Virgin Interactive
Release date	(us) November 30, 1996
	(eu) February 15, 1997
Genre	Platformer
Players	1 Player

Spot Goes To Hollywood are based around the 7-Up mascot, Cool Spot. The story of the game revolves around Spot, that has somehow become trapped in a movie projector. As he jumps from film to film, he encounters many classic film genres that make up all the different levels of the game.

The game is played from an isometric overview perspective.

8.2

NTSC Rarity: 1
PAL Rarity: 1

Spyro The Dragon

Developer	Insomniac Games
Publisher	SCE
Release date	(us) September 10, 1998
	(eu) October 23, 1998
Genre	Platformer
Players	1 Player

Spyro the Dragon puts players in the control of the titular Spyro, as he travels across various worlds in order to rescue his fellow dragons, recover the stolen treasure, and defeat the evil Gnasty Gnorc.

During the development of the game, Spyro was originally going to be green, but the developers thought it was a bad idea because he would blend in with grass.

8.5

NTSC Rarity: 1
PAL Rarity: 1

Spyro 2: Ripto's Rage

Developer	Insomniac Games
Publisher	SCE
Release date	(us) November 2, 1999
	(eu) November 5, 1999
Genre	Platformer
Players	1 Player

Spyro 2: Ripto's Rage!, released as Spyro 2: Gateway to Glimmer in Europe, is the second game in the main Spyro series. Players once again play the role of Spyro the Dragon as he fights against various enemies and obstacles.

The name Ripto came from Spyro's Japanese Katakana name. The developers thought it looked like the word "Ripto".

Spyro: Year of the Dragon

8.5

Developer	Insomniac Games
Publisher	SCE
Release date	(us) October 25, 2000 (eu) November 8, 2000
Genre	Platformer
Players	1 Player

Year of the Dragon is the third installment in the Spyro series and the last Spyro game to be released for the PlayStation. The game was also the last Spyro game Insomniac developed; their next title would be Ratchet & Clank for the PS2.

The game was named “Year of the Dragon” simply because it was released during 2000, the year of the Dragon in the Chinese zodiac.

NTSC Rarity: 1
PAL Rarity: 1

Star Fighter

8.1

Developer	Krisalis Software Ltd.
Publisher	Acclaim
Release date	(us) July 18, 1996 (eu) September 10, 1996
Genre	Shooter
Players	1 Player

Star Fighter, known as Starfighter 3000 in Europe, is a remake of Star Fighter released for Acorn Archimedes in 1994. The PlayStation version features more detailed graphics and 15 levels in 4 worlds. The player controls the Predator Mark-IV, a fighter ship capable of space and atmospheric flight. However, other than the boost button, the player has no control over the throttle, and must keep moving at all times.

NTSC Rarity: 7
PAL Rarity: 2

Star Gladiator Episode I: Final Crusade

7.1

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) October 31, 1996 (eu) December, 1996
Genre	Fighting
Players	1-2 Players

Star Gladiator Episode I: Final Crusade is a weapon-based 3D fighting game. It was Capcom‘s first polygonal fighting game, preceding the original Street Fighter EX by a few months.

The game was followed by a single sequel, Plasma Sword, for Dreamcast and arcades.

NTSC Rarity: 3
PAL Rarity: 1

Star Ixiom

6.3

PAL Rarity: 2

Developer	Kuusou Kagaku
Publisher	Namco
Release date	(eu) April 12, 2000
Genre	Shooter
Players	1 Player

Star Ixiom is a remake of the classic 1985 game Star Luster. The game takes elements of other previous Namco space epics, Starblade and Galaxian 3, but places them in a free-form universe, strategically mapped. Gameplay mixes the first person space combat, strategic planning and some aspects of the role playing genre.

The game comes with three game modes; Training, Command, and Conquest.

Star Ocean: The Second Story

8.5

NTSC Rarity: 2

Developer	tri-Ace
Publisher	Enix, (eu) SCEE
Release date	(us) May 31, 1999 (eu) April 12, 2000
Genre	Action role-playing game
Players	1 Player

Star Ocean: The Second Story is the second game in the Star Ocean series and the first game in the series to be released in North America and Europe.

The gameplay is broadly similar to that of most RPGs. The player goes from town to town and dungeon to dungeon, following the central story and occasionally branching off to perform side quests.

Star Trek: Invasion

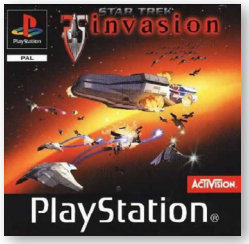
6.5

NTSC Rarity: 3
PAL Rarity: 2

Developer	Warthog PLC
Publisher	Activision
Release date	(us) June 29, 2000 (eu) September 15, 2000
Genre	Shooter
Players	1-2 Players

A "space combat shooter" title, Star Trek: Invasion is based on characters and situations from Star Trek: The Next Generation. The game features voice acting performances by several Star Trek actors, including Patrick Stewart and Michael Dorn.

Players fly through different territories and encounter familiar races from the popular television series, including Klingons, Romulans, Borg and a new enemy known as the Kam'Jahtae.



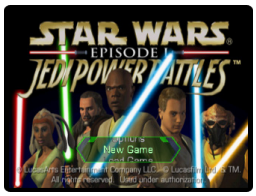
Star Wars Episode I: Jedi Power Battles

6.6

Developer	LucasArts
Publisher	LucasArts
Release date	(us) March 31, 2000 (eu) April, 2000
Genre	Beat 'em up
Players	1-2 Players

Star Wars Episode I: Jedi Power Battles is an action adventure Star Wars video game set during the time frame of Star Wars Episode I: The Phantom Menace.

Players can choose from one of five prequel-era Jedi and run, jump, slash, and use the Force through the game's ten levels.



NTSC Rarity: 1
PAL Rarity: 2

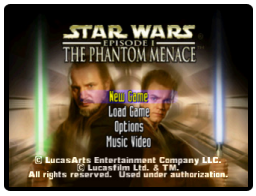
Star Wars Episode I: The Phantom Menace

5.7

Developer	Big Ape Productions
Publisher	LucasArts
Release date	(us) August 31, 1999 (eu) September 24, 1999
Genre	Action-adventure
Players	1 Player

The plot closely follows that of the film, although it expands on some minor events that could have been silenced or cut from the film, or shows them from a different character's point of view.

The player gets to play as either Obi-Wan Kenobi, Qui-Gon Jinn, Queen Amidala or Captain Panaka, depending on the level.



NTSC Rarity: 1
PAL Rarity: 1

Star Wars: Dark Forces

6.7

Developer	LucasArts, Big Bang Software, Inc.
Publisher	LucasArts
Release date	(us) November 30, 1996 (eu) March 4, 1998
Genre	First-person shooter
Players	1 Player

The storyline is set in the Star Wars fictional universe and follows the character Kyle Katarn, a mercenary working on behalf of the Rebel Alliance.

The gameplay expands on the FPS standards set by Doom in 1993, and features gameplay elements that are now common in the FPS genre. These include the ability to look up and down, duck, and jump.

NTSC Rarity: 2
PAL Rarity: 2

6.8

NTSC Rarity: 1
PAL Rarity: 1

Star Wars: Demolition

Developer	Luxoflux
Publisher	LucasArts
Release date	(us) November 12, 2000 (eu) December 15, 2000
Genre	Vehicular combat
Players	1-2 Players

Star Wars: Demolition is a vehicular combat game set in the Star Wars universe created by both Luxoflux and LucasArts using the Vigilante 8 game engine.

The story of it occurs after the Empire declares they've officially banned Jabba the Hutt's podraces but nevertheless Jabba creates a more life-threatening contest similar to Twisted Metal to take over the position of podracing.

5.8

NTSC Rarity: 2
PAL Rarity: 2

Star Wars: Masters of Teräs Käsi

Developer	LucasArts
Publisher	LucasArts
Release date	(us) October 31, 1997 (eu) March, 1998
Genre	Fighting
Players	1-2 Players

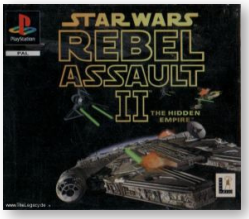
Star Wars: Masters of Teräs Käsi is set in the fictional universe of Star Wars. The game takes place between the Star Wars movies, Episode IV: A New Hope and Episode V: The Empire Strikes Back.

"Teräs Käsi" refers to a martial art used in the game; both words have been borrowed from Finnish and they literally mean "steel hand".

6.0

NTSC Rarity: 1
PAL Rarity: 2

Star Wars: Rebel Assault II - The Hidden Empire



Developer	Factor 5
Publisher	LucasArts
Release date	(us) November 30, 1996 (eu) April 1, 1997
Genre	Shooter
Players	1 Player

As the sequel to Star Wars: Rebel Assault released on PC and Sega CD, Star Wars: Rebel Assault II - The Hidden Empire once again pits the player as Rookie One as he aims to play hero of the Alliance for a second time. His adventures will take him through 15 stages of action that includes several styles of play.

Starblade Alpha

6.2

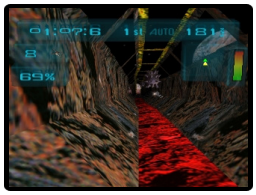
Developer	High-Tech Lab Japan
Publisher	Namco
Release date	(us) April 27, 1996 (eu) February 15, 1996
Genre	Shooter
Players	1 Player

Sitting in the gunner position of a "GeoSword" fightercraft, the player must shoot through the enemy armada and bring the fight to their base planet, Redeye. During missions, players are expected to shoot out the sides of huge enemy battlecruisers, travel inside of enemy carriers and travel through the canyons of Redeye to deliver the payload.

NTSC Rarity: 7
PAL Rarity: 2

Starwinder: The Ultimate Space Race

6.0



Developer	Mindscape
Publisher	Mindscape
Release date	(us) October 31, 1996 (eu) January 10, 1997
Genre	Racing
Players	1 Player

Starwinder is a space-based racing game. The player assume the role of Conner Rhodes, the first representative of Earth sent to compete in a galaxy-wide race.

There are a variety of ships and weapons that are unlocked as players progress through the game.

NTSC Rarity: 4
PAL Rarity: 2

Steel Harbinger

6.3

Developer	Mindscape
Publisher	Mindscape
Release date	(us) September 30, 1996 (eu) December 13, 1996
Genre	Fighting
Players	1 Player

Steel Harbinger plays as a Top-down perspective shooter. While obviously out of date by today's standards, the graphics were seen as amazing for their time.

Made during an age where live action cinematics were used regularly, Steel Harbinger's cut scenes are all done by real life actors.

NTSC Rarity: 3
PAL Rarity: 1

7.2

NTSC Rarity: 5
PAL Rarity: 1

Steel Reign

Developer Chantemar Creations, Inc.
Publisher SCE
Release date (us) August 31, 1997
(eu) February 1, 1998
Genre Shooter
Players 1-2 Players

Steel Reign is a 3D shooter that features eleven different tanks and armored cars, each of them varying in design, ammunition capacity, rate of speed, size, special weapon of choice, and shield and armor strength.

The ten stages of play take place in an occupied city, a war-torn forest, an enemy airbase, a series of deep canyons, treacherous wastelands, and other war-time locations.

3.0

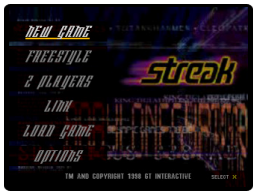
PAL Rarity: 1

Stock Car Racer

Developer Midas Interactive
Publisher Midas Interactive
Release date (eu) December 13, 2003
Genre Racing
Players 1 Player

Stock Car Racer is one of the many budget racing game from Midas Interactive. In the game, the player compete in 8 different circuits, from Aniston Runway, Milton Race Circuit or Bowmin Raceway. The player can choose from eight different team cars.

7.9



NTSC Rarity: 3
PAL Rarity: 1

Streak: Hoverboard Racing

Developer SingleTrac
Publisher GT Interactive
Release date (us) November 18, 1998
(eu) December 25, 1998
Genre Racing
Players 1-4 Players

Streak: Hoverboard Racing has the player ride a anti-gravity hoverboard. Players can race through a dozen levels the likes of Barnum's Alley Agua Escondido and Windway Park pulling off ticks and stunts along the way.

Players can go head-to-head or against the computer with dual shock compatibility to experience every bump and grind.

Street Fighter Alpha: Warrior's Dreams

7.5

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) February 7, 1996 (eu) May 10, 1996
Genre	Fighting
Players	1-2 Players

Street Fighter Alpha: Warriors' Dreams, also known as Street Fighter Zero, was the first all new Street Fighter game produced by Capcom since the release of Street Fighter II in 1991. The game introduces several new features, expanding on the Super Combo system previously featured in Super Street Fighter II Turbo.

NTSC Rarity: 5
PAL Rarity: 2

Street Fighter Alpha 2

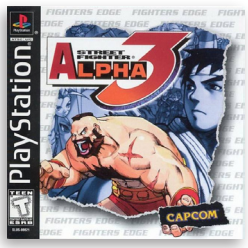
7.9

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) September 30, 1996 (eu) December, 10 1996
Genre	Fighting
Players	1-2 Players

The game is both a sequel and a remake to the previous year's Street Fighter Alpha: Warriors' Dreams, which is itself a prequel to the Street Fighter II series in terms of plot and setting. The game featured a number of improvements over the original, such as new endings, stages, moves and gameplay systems.

The PlayStation version feature Shin Akuma as a selectable character via a secret code.

NTSC Rarity: 3
PAL Rarity: 2



Street Fighter Alpha 3

8.5

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) April 30, 1999 (eu) June 25, 1999
Genre	Fighting
Players	1-2 Players

The PlayStation port replaced the "hit" sprites with "hit" polygons in order to focus more memory on character animations.

An additional feature in the Japanese version also made use of the PocketStation peripheral, which allows players to build up their character's strength.

NTSC Rarity: 1
PAL Rarity: 2

Street Fighter Collection

8.2

NTSC Rarity: 5
PAL Rarity: 2

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) December 16, 1997 (eu) July, 1998
Genre	Compilation
Players	1-2 Players

Street Fighter Collection collects the original Super Street Fighter II and its follow-up Super Street Fighter II Turbo, along with an enhanced version of Street Fighter Alpha 2 titled Street Fighter Alpha 2 Gold exclusive to this compilation.

The Super Street Fighter II games are ported from their original CPS II arcade versions.

Street Fighter Collection 2

8.1

NTSC Rarity: 6
PAL Rarity: 2

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) October 31, 1998 (eu) May 21, 1999
Genre	Compilation
Players	1-2 Players

This compilation contains the original Street Fighter II, Street Fighter II Champion Edition, known as Street Fighter II Dash in Japan, and Street Fighter II Hyper Fighting, known as Street Fighter II Dash Turbo in Japan. Some minor changes were made to gameplay, compared to the arcade versions of the games. A “Collection” mode is also featured where the player can view strategies, character profiles and artwork specific to each game.

Street Fighter EX Plus Alpha

7.5

NTSC Rarity: 1
PAL Rarity: 2

Developer	Arika
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) September 30, 1997 (eu) November, 15 1997
Genre	Fighting
Players	1-2 Players

Street Fighter EX is a 2D head-to-head fighting game with 3D graphics. The PlayStation port has all the characters from the arcade version of EX Plus featured, along with two characters exclusive to this version: Dhalsim from Street Fighter II and Sakura from Street Fighter Alpha 2. In addition, there is a hidden bonus stage where the player had to smash the barrels from Street Fighter II.

Street Fighter EX2 Plus

7.3

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) April 27, 2000 (eu) June 2, 2000
Genre	Fighting
Players	1-2 Players

The home version of Street Fighter EX2 Plus for the PlayStation was released a few months shortly after the arcade version. The PlayStation features a standard arcade, versus and practice modes, along with an all new "director mode" and a satellite-smashing "bonus game". The game also brings back Hayate as a secret character.

NTSC Rarity: 3
PAL Rarity: 2

Street Fighter: The Movie

4.2

Developer	Capcom
Publisher	Acclaim
Release date	(us) September 9, 1995 (eu) September 29, 1995
Genre	Fighting
Players	1-2 Players

Street Fighter: The Movie is based on the 1994 live-action Street Fighter movie and uses digitized images of the film's cast posing as the characters in the game. While it shares its title with the arcade game Street Fighter: The Movie, the home version is not a port but a similar game developed on the same premise.

The game received mixed to negative reviews.

NTSC Rarity: 5
PAL Rarity: 3

Street Racer

5.5

Developer	Vivid Image
Publisher	UBI Soft
Release date	(us) October 31, 1996 (eu) December, 1996
Genre	Racing
Players	1-8 Players

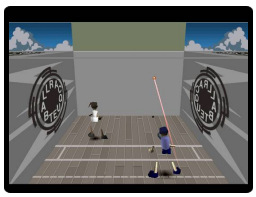
Street Racer is a racing game originally released for the SNES in 1994. Inspired by Mario Kart, the go-kart themed game combined racing with comedy and beat 'em up influenced violence.

GameSpot, reviewing the PlayStation version, called the game "mildly entertaining" and said "It's good enough for a weekend rental, but not much more." The website awarded a "mediocre" score of 5.8.

NTSC Rarity: 3
PAL Rarity: 2

Street Racquetball

6.0

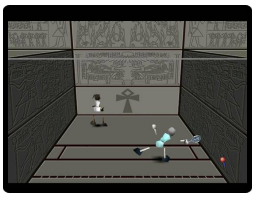


NTSC Rarity: 2

Developer Highwaystar
Publisher Agetec, A1 Games
Release date (us) January 4, 2003
Genre Sports
Players 1-2 Players

Street Racquetbal is one of very few console games featuring the enclosed sport of racquetball, though the first title devoted to the sport, Racquetball, was released in 1981 for the Atari Video Computer System.

The game features up to eight computer-controlled players with individual strengths and weaknesses, four gameplay modes, and three difficulty settings and adjustable ball bounce properties.



Street Scooters

7.0

PAL Rarity: 2

Developer TYO
Publisher TYO
Release date (eu) September 30, 2000
Genre Racing
Players 1-2 Players

Street Scooters is a racing game similar to Radikal Bikers or Road Rash. In the game players can choose from eight selectable characters and ride in different circuits in a avariety of modes, picking power ups and using short cuts to the finish.

There three game modes features are: Grand Prix, Time Attack, and Cat Hopping.

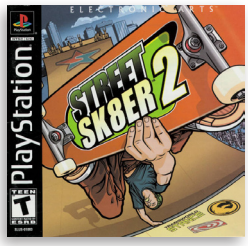
Street Sk8er

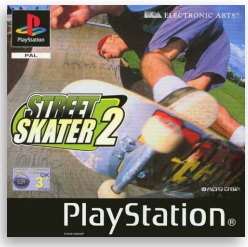
6.3

NTSC Rarity: 1
PAL Rarity: 2

Developer Atelier Double
Publisher Electronic Arts
Release date (us) February 24, 1999
(eu) February 24, 1999
Genre Sports
Players 1-2 Players

Street Sk8er, known as Street Skater in PAL territories, is a skateboarding game where players attempt to clear each track by scoring a minimum number of points within a set time limit. The tracks consists of obstacles to perform tricks on, including rails, benches and half-pipes. By clearing a stage the player earns experience points that can be used to make the skater faster, more agile, able to jump higher, etc.





Street Sk8er 2

6.1

Developer	Micro Cabin
Publisher	Electronic Arts
Release date	(us) March 15, 2000
	(eu) March 15, 2000
Genre	Sports
Players	1-4 Players

The sequel to the first skateboarding game for the PlayStation comes with features where players can design and compete in custom skate park, hit wide-open skating arenas in five international cities and play with ten all-new customizable characters.

In the game, the player can choose from two trick control systems that determine the difficulty of each level.

NTSC Rarity: 1
PAL Rarity: 2

Strider 2

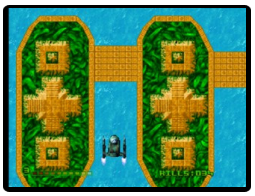
7.8

Developer	Capcom
Publisher	Capcom
Release date	(us) July 29, 2000
	(eu) December 15, 2000
Genre	Platformer
Players	1 Player

The Playstation port of Strider 2 was released as a 2-disc set, with a second disc devoted to a direct port of the original Strider coin-op. Due to a labeling error in the American release, the Strider 2 discs were labeled as the original Strider, and vice versa.

Finishing both games and saving the achievements on the same memory card unlocks a secret level in Strider 2: “Mission 00”, a waterfall stage.

NTSC Rarity: 2
PAL Rarity: 2



Strike Force Hydra

3.6

Developer	Ignition Entertainment
Publisher	Ignition Entertainment
Release date	(eu) January 8, 2004
Genre	Shooter
Players	1 Player

Strike Force Hydra is a vertical-scrolling shooter with eight levels of combat set on the ocean, desert, jungle, and the Ice Kingdom of Brotherhood. As the pilot of a armed hovercraft, players must either engage or avoid enemies in the air, on the ground, and in the water.

Each multi-stage level culminates in a boss encounter that must be defeated in order to advance.

PAL Rarity: 2

5.4

NTSC Rarity: 7
PAL Rarity: 2

Strike Point

Developer Motivetime Ltd.
Publisher Technos, (eu) Elite
Release date (us) September 1, 1996
(eu) May 2, 1997
Genre Shooter
Players 1-2 Players

In StrikePoint, the player will pilot one of three different helicopters, each with its own strengths and weaknesses. Played from first-person to third-person, there is a multitude of missions to complete. For the most part, the objective will be to destroy any and all enemy resistance.

"kimsufi.com"

5.0

NTSC Rarity: 4
PAL Rarity: 2

Striker '96

Developer Rage Software
Publisher Acclaim, (eu) Time Warner Interactive
Release date (us) February 15, 1996
(eu) February 1, 1996
Genre Sports
Players 1-4 Players

Graphics combine a 3D pitch with 2D player sprites. The game includes multiple camera angles as well as different weather effects. Players can modify any team's roster, select basic formations, time limits, difficulty, among other.

The game includes commentary by Scottish commentator Andy Gray.

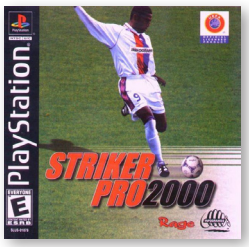
4.5

NTSC Rarity: 7
PAL Rarity: 1

Striker Pro 2000

Developer Rage Software
Publisher Infogrames
Release date (us) May 31, 2000
(eu) October 10, 1999
Genre Sports
Players 1-4 Players

Striker Pro 2000, is endorsed by the Union of European Football Associations (UEFA). The game features nine mode of play, including Knockout, Super Trophy, International Cup, and Training. There are 130 teams to choose from and they can be edited in areas like player names and sock color. Players can perform moves such as bicycle kicks, diving headers, sliding shots, and tackles.



Strikers 1945

7.6

Developer	Psikyo
Publisher	Agetec, (eu) Midas Interactive
Release date	(us) March 27, 2001 (eu) October 31, 2003
Genre	Shooter
Players	1-2 Players

Strikers 1945, known as Strikers 1945 II in Europe, is a vertically scrolling shoot 'em up arcade game ported to the PlayStation.

Each plane in the game has three attacks: A normal shot, a charged shot, and a bomb that clears the screen of minor enemies and bullets. Both the normal shot and the charged shot can be strengthened by grabbing power-ups and extra bombs can be collected.

NTSC Rarity: 3
PAL Rarity: 2

Stuart Little 2

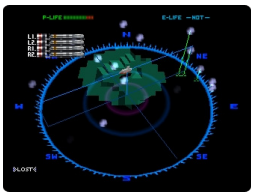
6.6

Developer	Magenta Software Ltd.
Publisher	SCE
Release date	(us) July 19, 2002 (eu) July 19, 2002
Genre	Platformer
Players	1 Player

Based on the same-titled movie, Stuart Little 2 is a 3D adventure played out over seven levels and features Stuart, Snowbell, and their flirtatious feathered friend, Miss Margalo.

Beginning in the Little home, Stuart faces challenges such as avoiding insect enemies, collecting cat biscuits, and winning mini-games, in addition to locating all the jewels

NTSC Rarity: 1
PAL Rarity: 2



Submarine Commander

8.0

Developer	Avalon Interactive
Publisher	JVC, Victor Interactive
Release date	(eu) April 6, 2001
Genre	Strategy
Players	1 Player

In submarine Commander the player takes the role of the captain of a nuclear powered submarine and have to complete several missions to advance the game plot.

The game features: stealth and tactics needed for anti submarine warfare, using hi-tech weapons, sonar, radar and periscope, and over 20 story missions.

PAL Rarity: 2

8.5

NTSC Rarity: 3
PAL Rarity: 2

Suikoden

Developer Konami
Publisher Konami
Release date (us) December 28, 1996
(eu) March, 1997
Genre Role-playing game
Players 1 Player

Suikoden, the first in the series, centers on the political struggles of the Scarlet Moon Empire. The player controls the son of a Scarlet Moon Empire general who is destined to seek out 108 warriors (referred to as the 108 Stars of Destiny) in order to revolt against the corrupt sovereign state and bring peace to a war-torn land.

The game often have a steep price on auction sites.

9.1

NTSC Rarity: 4

Suikoden II

Developer Konami
Publisher Konami
Release date (us) September 29, 1999
(eu) July 28, 2000
Genre Role-playing game
Players 1 Player

Suikoden II saw a limited print run, and the lackluster initial response prevented a reprinting of the game. Suikoden II remains one of the most valuable games for the PlayStation, commonly carrying an asking price of more than $150 USD from potential sellers, or up to as much as $400 USD for an unopened version of the game due to the game's limited print run and lack of reprinting. It is regarded as one of the "rarest" PS1 games.

6.2

NTSC Rarity: 2

Super Bubble Pop

Developer Runecraft
Publisher Jaleco
Release date (us) December 25, 2002
Genre Puzzle
Players 1 Player

The Player is able to choose from five DJ poppers, including two unlockable ones, along with four grooving soundtracks. They are faced with rows of advancing bubbles of different colors. They can launch bubbles of their own. The idea is to create a row, column or stack of three or more bubbles. When that happens, they will pop. Each character has their own favorite bubble color and when they pop them, color energy is transferred to their special jar.

Super Dropzone

5.0

PAL Rarity: 1

Developer	Ignition Entertainment
Publisher	Ignition Entertainment
Release date	(eu) October 3, 2003
Genre	Shooter
Players	1 Player

Super Dropzone is a sequel to Archer MacLean's Dropzone. The game takes place ten years after the happenings of the original game.

The gameplay is mostly the same as the original Dropzone although it features some new weapons and end of level boss fights. The player controls a spaceman with a jetpack and can fly in all directions above the moon surface while killing wave after wave of aliens.

Super Puzzle Fighter II Turbo

8.2

NTSC Rarity: 3
PAL Rarity: 2

Developer	Capcom
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) November 30, 1996 (eu) July 1, 1997
Genre	Puzzle
Players	1-2 Players

Super Puzzle Fighter II Turbo is a one or two player tile-matching puzzle game first released in the spring of 1996 on the CPS II arcade system. The game's title is a parody of Super Street Fighter II Turbo, as there are no other Puzzle Fighter games, and the game includes music and interface elements spoofing the Street Fighter Alpha and Darkstalkers games.

Super Shot Soccer

7.2

NTSC Rarity: 4

Developer	Tecmo
Publisher	Tecmo
Release date	(us) June 14, 2002
Genre	Sports
Players	1-2 Players

Super Shot Soccer, known in Japan as Bakuretsu Soccer, is a soccer simulation game, which was Tecmo's second and last soccer game released for the PlayStation, after J-League Soccer: Jikkyō Survival League. The game was released at the height of the 2002 FIFA World Cup and late in the PlayStation's life, and comes with Captain Tsubasa-like superhuman soccer players from all over the world.

5.0

NTSC Rarity: 2
PAL Rarity: 1

Superbike 2000

Developer	Climax Group
Publisher	EA Sports
Release date	(us) January 18, 2000
	(eu) February 16, 2001
Genre	Racing
Players	1-2 Players

Superbike 2000 is the second episode of the EA Sports Superbike series, and the first appearance of a PlayStation version, with greatly improved graphics including motion captured animation and a completely new bike handling system.

The game it is more arcade oriented than the first game.

6.4

NTSC Rarity: 1
PAL Rarity: 1

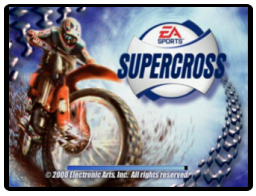
SuperCross 2000

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) November 9, 1999
	(eu) November 9, 1999
Genre	Racing
Players	1-2 Players

The game is a Supercross motorcycle simulation game, officially licensed by the AMA. It features racing through 16 real stadium tracks, with commentary, and a freestyle tricks mode with special tracks. The bikes have “realistic” physics and A.I. 2 players can race split-screen.

Stunts can also be pulled off with the push of a single button.

5.4



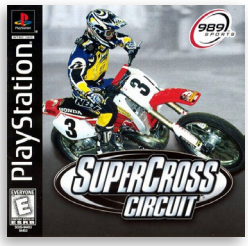
NTSC Rarity: 3
PAL Rarity: 1

SuperCross

Developer	Page 44 Studios, LLC.
Publisher	EA Sports
Release date	(us) November 21, 2000
	(eu) February 23, 2001
Genre	Racing
Players	1-2 Players

Supercross is the 2001 iteration of Supercross 2000. For this iteration the developer has opted for a more arcade style handling for the dirt bikes.

Game modes include single race, time trial, freestyle practice, freestyle competition and series championship.



SuperCross Circuit

7.8

Developer	Idol Minds
Publisher	989 Sports
Release date	(us) October 31, 1999
Genre	Racing
Players	1-2 Players

Supercross Circuit is a motorcycle racing game with both supercross and motocross tracks. In addition to the handful of fictional "local" tracks there are 9 tracks that are modeled after actual national event courses. Included in the game are 15 professional riders, and licensed gear and bikes to choose for the rider.

In season mode, the player need to buy new tires, and add parts to the bike for increased performance.

NTSC Rarity: 3

Superstar Dance Club: #1 Hits!!!

5.4

Developer	Warashi
Publisher	XS Games LLC.
Release date	(us) December 1, 2002 (eu) July 4, 2003
Genre	Music
Players	1 Player

In Superstar Dance Club, players control 18-year old Suzy as she strives to become the Super Star Dance Club Champion of Tokyo by perfecting her rhythmic dance skills during 21 stages at various clubs. By earning a high passing grade in each stage, new stages are unlocked and Suzy earns money that determine which of the multiple endings are achieved at the end of the game.

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NTSC Rarity: 2
PAL Rarity: 1

Sven Goran Eriksson's World Manager

3.0

Developer	Anco
Publisher	3DO
Release date	(eu) June 28, 2002
Genre	Soccer Manager
Players	1 Player

Anco developed two soccer games that were licensed by the Swedish England coach Sven-Göran Eriksson. One was a action football game and this is the manager game.

The job is to take control of the England team and lead it through the qualifying stage before reaching the World Cup (and then later Euro 2004).

PAL Rarity: 1

2.0

PAL Rarity: 1

Sven Goran Eriksson's World Cup Challenge

Developer Anco
Publisher 3DO
Release date (eu) May 20, 2002
Genre Sports
Players 1-2 Players

Sven Goran Eriksson's World Cup Challenge, also released as Marcel Desailly Pro Football, and WM Nationalspieler, features 204 national teams from all over the world. There are six playing modes: Exhibition match, training, league, play-offs, World Cup qualification or World Cup championship. It uses the same handling as the Kick Off series, which means the ball doesn't stick to the players' feet.

6.7

NTSC Rarity: 3
PAL Rarity: 3

Swagman

Developer Core Design
Publisher Eidos Interactive
Release date (us) August 10, 1997
(eu) July 1, 1997
Genre Platformer
Players 1 Player

Swagman is a combination of the platform and adventure genre. While in the "Real World", the game is adventure-like; find and collect items and/or keys to open certain doors. When players enter the dream sequences, called the Territories, the game becomes a platform game.

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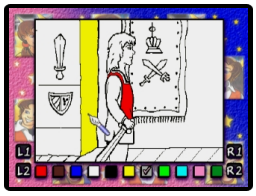
6.0



PAL Rarity: 1

The Sword of Camelot

Developer The Code Monkeys Ltd.
Publisher Midas Interactive
Release date (eu) April 12, 2001
Genre Puzzle
Players 1 Player

The game follows Arthur and the Knights in a quest to save the Kingdom.

The game comes with the usual old Code Monkeys/Midas formula; a stupid cartoon video, a boring virtual colouring book, and a crummy puzzle game.

Sydney 2000

4.8

Developer	Attention To Detail
Publisher	Eidos Interactive
Release date	(us) July 31, 2000 (eu) August 25, 2000
Genre	Sports
Players	1-8 Players

Sydney 2000 is the official video game of the XXVII Olympic Summer Games, hosted by Sydney, Australia in 2000.

Although the button mashing-laden gameplay had not changed from previous games, the main competition itself become more complex with the inclusion of the Virtual Gym and a complete Olympics qualifying tour, composed by four stages, and the player can only run for the medals of the events one qualified for.

NTSC Rarity: 1
PAL Rarity: 2

Syndicate Wars

7.2

Developer	Bullfrog
Publisher	Electronic Arts
Release date	(us) July 31, 1997 (eu) July 17, 1997
Genre	Real-time tactics
Players	1-4 Players

Syndicate Wars is the third game title in the Syndicate series. Unlike the first game, Sean Cooper was not involved in development.

Syndicate Wars preserves the isometric view of Syndicate, while adding rotation and pitch controls over the view. The relatively simplistic combat mechanics of Syndicate Wars do not provide much scope for sophistication in infantry tactics.

NTSC Rarity: 7
PAL Rarity: 2

Syphon Filter

7.8

Developer	Eidetic, Inc.
Publisher	989 Studios, (eu) SCEE
Release date	(us) January 31, 1999 (eu) July 9, 1999
Genre	Third-person shooter, Stealth
Players	1 Player

Syphon Filter is a third-person shooter stealth game, and the first game in the Syphon Filter series.

The plot has Gabriel Logan and Lian Xing, operatives of The Agency, on the trail of Erich Rhoemer, an international terrorist of Nepal.

NTSC Rarity: 1
PAL Rarity: 1

8.1

NTSC Rarity: 1
PAL Rarity: 1

Syphon Filter 2

Developer Eidetic, Inc.
Publisher 989 Studios, (eu) SCEE
Release date (us) May 23, 2000
(eu) December 4, 2000
Genre Third-person shooter, Stealth
Players 1-2 Players

The plot of Syphon Filter 2 picks up immediately after where the previous Syphon Filter ended. Starting off as prisoners, Gabriel Logan and Lian Xing must escape and prove their innocence to the world.

Two-player deathmatches are now part of the campaign and offer a new style of play to Syphon Filter fans.

7.1

NTSC Rarity: 1
PAL Rarity: 1

Syphon Filter 3

Developer Eidetic, Inc.
Publisher 989 Studios, (eu) SCEE
Release date (us) November 5, 2001
(eu) November 30, 2001
Genre Third-person shooter, Stealth
Players 1-2 Players

Syphon Filter 3 was originally slated for release on September 25, 2001. However, the fallout of the September 11 terrorist attacks, forced Sony to indefinitely postpone the release while modifying the marketing campaign. The game's original cover had Gabe and Lian in action inside a building that had a US flag in the background amidst a swirl of gas.

7.1

PAL Rarity: 2

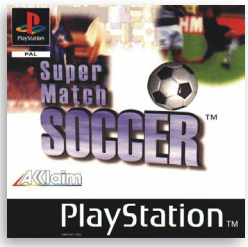
Super Football Champ

Developer Taito
Publisher Mindscape
Release date (eu) October 1, 1997
Genre Sports
Players 1-2 Players

Football Champ is an arcade-style soccer game. Euro Football Champ and Hat Trick Hero are versions of this game with minor variations.

There are 30 International teams to choose from with the skill set at the level of their real-life counterparts. Each player will perform to the positional strengths of their team - apart from the 'Ace'.

Super Match Soccer



7.0

PAL Rarity: 3

Developer	Cranberry Source
Publisher	Acclaim
Release date	(eu) August 15, 1998
Genre	Sports
Players	1-8 Players

Super Match Soccer is the last game in the Match Day series. The game includes 24 national teams with different skill levels. The player can choose for every match, footballers playing in his team and tactic. Names and attributes of each footballer can be edited.

The game has five camera angles to see the simulation, each one with four zoom factors.

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Superbike Masters

7.0

PAL Rarity: 3

Developer	The Code Monkeys Ltd.
Publisher	Phoenix Games
Release date	(eu) June 10, 2004
Genre	Racing
Players	1 Player

Superbike Masters features 3 difficulty levels: Easy, medium and hard, 3 different bikes and 6 different tracks: Longford race track, Moldoh Peeks, Skinige park, Oberon raceway, Fairview Valley, and Sunny Hills Raceway

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Shoot

4.0

Rarity: 3

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) December 1, 2004
Genre	Compilation
Players	1 Player

Shoot, also known as 7 Shoot Games, is a compilation disc containing the 7 games: IF-22, Space Rebellion, War Drones, Wanted, G-Squad, Ace, and Air Rescue. Most of these games were released separately by Phoenix with other names.

The game came in a black cardboard box with mock-up covers. The back cover states that game is copy protected.

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Explore the eerie house of the real world and learn the bizarre secrets of the dream world with Zack and Hannah in 6 massive levels of adventure with 16 graphically intense 3-D settings.

"Swagman is eye-popping!"
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Swagman

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For Swagman hints and tips: CALL 1-900-77EIDOS $.95 per minute / Must have touchtone phone / If under 18, must have parent's permission

T'ai Fu: Wrath of the Tiger

7.1

Developer	DreamWorks Interactive
Publisher	Activision
Release date	(us) February 28, 1999 (eu) April 26, 1999
Genre	Beat'em up
Players	1 Player

T'ai Fu: Wrath of the Tiger is set in an oriental landscape populated by clans of animals, such as Leopards and Snakes. The game's protagonist, T'ai Fu, is the last remaining survivor of the Tiger clan and must journey to defeat the Dragon Master and avenge his kind. The game become one of the influences for the DreamWorks Animation film series, Kung Fu Panda and Jeffrey Katzenberg worked on both of them.

NTSC Rarity: 2
PAL Rarity: 2

T.R.A.G.

7.2

Developer	Sunsoft
Publisher	Sunsoft
Release date	(us) March 31, 1999 (eu) May 20, 1999
Genre	Action-adventure
Players	1-2 Players

T.R.A.G.: Tactical Rescue Assault Group - Mission of Mercy, or Hard Edge in Europe, is an action-adventure game. The gameplay is somewhat similar to that of Resident Evil, with 3D characters moving across pre-rendered backgrounds most of the time.

There are 4 playable characters, each with a unique ability and also a different fighting style.

NTSC Rarity: 3
PAL Rarity: 2

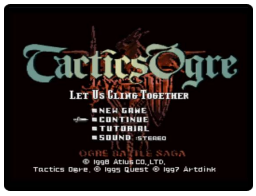
Tactics Ogre

8.4

Developer	Insect, Quest
Publisher	Atlus
Release date	(us) September 25, 1997
Genre	Tactical role-playing game
Players	1 Player

Tactics Ogre - Let Us Cling Together was originally released in 1995 on the Super Famicom. The first game in the series, Ogre Battle - March of the Black Queen featured dramatically different gameplay.

The game features 100 plus hours of gameplay, 8 different possible endings, a non-linear storyline, and 3-D isometric battlefields.



NTSC Rarity: 5

Tail Concerto

7.6

NTSC Rarity: 3
PAL Rarity: 3

Developer	CyberConnect
Publisher	Atlus, (eu) Bandai
Release date	(us) November 3, 1999 (eu) December, 1998
Genre	Action-adventure, Platformer
Players	1 Player

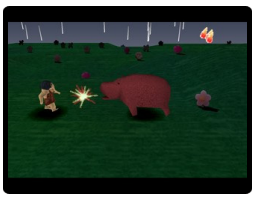
Tail Concerto features character designs and artwork by manga artist Nobuteru Yūki.

Taking place in a steampunk fantasy world of floating islands populated by anthropomorphic dogs and cats, the scenario revolves around a canine police officer named Waffle Ryebread and his encounters with the Black Cat Gang, a group of sky pirates who aim to steal magic crystals.

Tail of the Sun

6.3

NTSC Rarity: 7



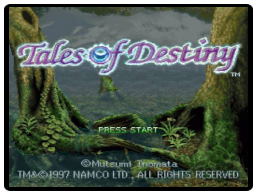
Developer	Artdink
Publisher	SCEA
Release date	(us) April 30, 1997
Genre	Action role-playing game
Players	1 Player

Tail of the Sun is a 3D action and role-playing game. The player's ultimate objective is to build a tower of mammoth tusks that reaches the sun. To this end, the player must gather enough food for the tribe to thrive and multiply, while exploring a large map full of various creatures and oddities.

While the game never experienced widespread commercial success in either the US or Japan, it is still considered as somewhat of a cult masterpiece within some critical circles.

Tales of Destiny

7.8



NTSC Rarity: 5

Developer	Wolf Team
Publisher	Namco
Release date	(us) September 15, 1998
Genre	Role-playing game
Players	1 Player

Tales of Destiny is a role-playing video game originally developed by Telenet Japan's "Wolf Team" as the second main title in Namco's Tales series.

Taking place in a fantasy world, the game follows the story of a young man named Stahn who comes across a sentient sword named Dymlos and his subsequent encounters with other similar sword-wielders.

Tales of Destiny II

8.3

Developer Wolf Team
Publisher Namco
Release date (us) October 15, 2001
Genre Role-playing game
Players 1-4 Players

Tales of Destiny II, known in Japan as Tales of Eternia, is the third main title in Namco`s Tales series. The game plays similar to other Tales games, following the precedent set by previous role-playing video games in general as well.

The game would later inspire a 13-episode anime co-produced by Production I.G loosely based on the game's plot.

NTSC Rarity: 3

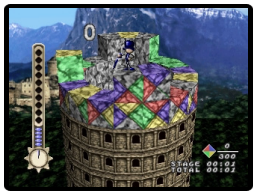
Tall Infinity

7.2

Developer Hamster Co.
Publisher Agetec Inc.
Release date (us) August 20, 2003
Genre Puzzle
Players 1 Player

Tall Infinity is a single-player puzzle game where users manipulate multi-colored blocks to construct a tower. The main game consists of eight stages, with players needing to complete ten floors of the tower to pass each stage. Players must avoid unnecessary moves or risk losing the game.

There are three difficulty levels, and two additional game modes: time attack and endless play.



NTSC Rarity: 2

Tank Racer

8.0

Developer Grolier Interactive
Publisher Grolier Interactive
Release date (eu) March 30, 1999
Genre Racing
Players 1-2 Players

Tank Racer is a 3D action racing game. The main goal of the single player mode is to win all 3 cups in Cup Race. There are 4 courses in the bronze cup, 3 courses with 2 repeated courses in the silver cup and 1 course with 5 repeated courses in the gold cup. There are 4 'brands' of tanks to choose from. Though each cup has a different type of a specific brand, they keep the same purpose and more or less the same characteristics.

PAL Rarity: 2

4.3

PAL Rarity: 3

Taxi 2

Developer DC Studios
Publisher UBI Soft
Release date (eu) July 15, 2002
Genre Driving
Players 1 Player

Taxi 2 is based on the french movie with the same name. The game takes some sequences of the film and transpose them in tests of driving the white taxi. The levels follow the chronological order of the film. Players will start in Marseilles where they will have to lead a pregnant woman to the hospital, then it will be necessary to lead Emilien to see Petra, arrive at the hour at Lily, to lead his father to the airport.

8.3

NTSC Rarity: 8
PAL Rarity: 3

Team Buddies

Developer Psygnosis Camden Studio
Publisher Midway Games, (eu) SCEE
Release date (us) September 18, 2000
(eu) September 15, 2000
Genre Tactical Shooter
Players 1-4 Players

Team Buddies is a mix of Worms' humor and a typical real-time strategy game.

The game received limited release, and as such is not widely available. Despite the initial unpopularity, the game developed a cult following over time. Nowadays, the game is considered one of the rarest and most difficult games to find for the PlayStation, mostly due to a small number of available copies.

8.0

NTSC Rarity: 6

Team LOSI RC Racer

Developer Gremlin Interactive
Publisher Fox Interactive
Release date (us) October 1, 1998
Genre Racing
Players 1-2 Players

Team Losi RC Racer is a one or two-player racing game that features 16 radio-controlled vehicles. The player can race against various opponents to unlock new tracks, discover new cars and conquer the vast hub system that connects every track together.

The game also features a number of power-ups that gives the vehicle special powers.

Technomage

5.6

Developer	Sunflowers Interactive
Publisher	Sunflowers Interactive
Release date	(eu) June 29, 2001
Genre	Role-playing game
Players	1 Player

Technomage was released by German game developer Sunflowers. The game is a hybrid game that incorporates elements of adventure, role-playing, and action-based combat. Many of the game's missions involve wandering through the environments, talking to characters, and performing tasks that often involve solving puzzles of various kinds, in an adventure-like fashion. RPG elements are present in experience points which the hero receives form eliminating enemies and completing quests.

PAL Rarity: 2

Tecmo Stackers

8.1

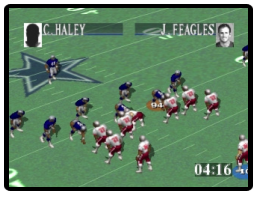
Developer	Tecmo
Publisher	Tecmo
Release date	(us) November 17, 1997
Genre	Puzzle
Players	1-2 Players

In Tecmo Stackers, players try to connect sets of four blocks so that their colors match, causing the blocks to be removed. Remaining blocks may then fall and complete other sets of four blocks. The main difference between Tecmo Stackers and Puyo Pop is that blocks in Tecmo Stackers stretch in various directions after adjacent blocks are removed, and the "arms" they send out can complete sets of blocks and be removed; this allows for longer chain reactions.

NTSC Rarity: 5

Tecmo Super Bowl

6.9



Developer	Tecmo
Publisher	Tecmo
Release date	(us) August 10, 1996
Genre	Sports
Players	1-2 Players

Tecmo Super Bowl marks its first appearance on the Playstation after success in the both the 8-bit and 16-bit console markets. While the name hasn't changed, the game has undergone several refinements. Instead of a horizontal view, one can now adjust the camera to a vertical or diagonal position. Instant replay, a tournament mode, expanded playbooks and live commentary have also been added to the game, to bring it up to speed with similar PlayStation sports offerings.

NTSC Rarity: 5

7.1

Tecmo World Golf

NTSC Rarity: 5

Developer Seta Corporation
Publisher Tecmo
Release date (us) June 1, 1996
Genre Sports
Players 1-4 Players

Tecmo World Golf distinguishes itself from previous console golf games by offering 101 authentic Japanese courses to play on. Players can choose from four male or four female players, each differing in power and shot tendency, or customize a new character.

Play involves selecting a club, adjusting the stance, and setting the power, point of impact, and direction of the shot while accounting for wind.

6.8

Tekken

NTSC Rarity: 1
PAL Rarity: 1

Developer Namco
Publisher Namco
Release date (us) November 8, 1995
(eu) November 7, 1995
Genre Fighting
Players 1-2 Players

Tekken is one of the earliest 3D fighting game franchises, with the first game applying many of the concepts found in Virtua Fighter by Sega. Tekken was not originally conceived as a fighting game. The project began as an internal Namco test case for animating 3D character models, and eventually incorporated texture mapping similar to that found in Namco's 1993 racing game Ridge Racer.

7.8

Tekken 2

NTSC Rarity: 1
PAL Rarity: 1

Developer Namco
Publisher Namco
Release date (us) August 27, 1996
(eu) October, 1996
Genre Fighting
Players 1-2 Players

Tekken 2's port to the PlayStation is considered to be vastly superior in content to its arcade counterpart. Aside from unique CGI endings for every character, it featured numerous modes such as Survival, Time Attack, Team Battle, and a Practice Mode. It also contained remixed music, like the port of the first game.

The music in Tekken 2 was composed by Yoshie Arakawa and Yoshie Takayanagi.

Tekken 3

8.4

Developer	Namco
Publisher	Namco
Release date	(us) April 29, 1998 (eu) September 12, 1998
Genre	Fighting
Players	1-2 Players

Tekken 3 maintains the same core fighting system and concept as its predecessors, but brings many improvements, such as significantly more detailed graphics and animations, more modern music and faster and more fluid gameplay.

The original port of Tekken 3 to the PlayStation featured two new characters: Gon and Dr. Boskonovitch. Anna was also updated and given her own character-select spot.

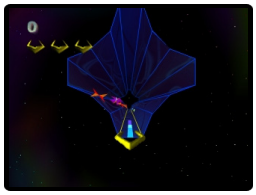
NTSC Rarity: 1
PAL Rarity: 1

Tempest X3

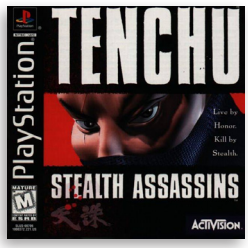
7.3

Developer	High Voltage Software
Publisher	Interplay
Release date	(us) November 10, 1996 (eu) February 10, 1997
Genre	Shooter
Players	1-2 Players

Tempest X3 is a remake of the original arcade game, Tempest. This game features three modes called Classic Tempest, Tempest X3, and Tempest Duel. Classic Tempest is the original arcade hit. Tempest Duel is a two player mode. Tempest X3 is an upgrade to the original featuring enhanced visuals, more enemies, an A.I. droid, jumping ability, and a modern soundtrack.



NTSC Rarity: 5
PAL Rarity: 2



Tenchu: Stealth Assassins

7.4

Developer	Acquire
Publisher	Activision
Release date	(us) August 31, 1998 (eu) October 30, 1998
Genre	Action-adventure, Stealth
Players	1 Player

Tenchu was one of the first ninja games to incorporate stealth, a very crucial aspect of ninjutsu. However, aside from featuring traditional martial arts in battles, the game incorporates elements of historical fantasy and Japanese mythology. The game also used motion capture where actor/martial artist Sho Kosugi and his son Kane, were hired as actors for the game's combat moves.

NTSC Rarity: 1
PAL Rarity: 1

Tenchu 2: Birth of the Stealth Assassins

7.3

NTSC Rarity: 1
PAL Rarity: 1

Developer Acquire
Publisher Activision
Release date (us) August 7, 2000
(eu) September 8, 2000
Genre Action-adventure, Stealth
Players 1 Player

Tenchu 2: Birth of the Stealth Assassins is intended as a prequel to the game Tenchu: Stealth Assassins and depicts the series' heroes Rikimaru and Ayame as teens, being taught by their elderly master named Shiunsai as well as another Azuma ninja named Tatsumaru.

Many of the voice talents in the game also voice characters in the Metal Gear Solid series.

Tennis Arena

4.5

NTSC Rarity: 2
PAL Rarity: 2

Developer Smart Dog
Publisher UBI Soft
Release date (us) February 28, 1998
(eu) November 5, 1997
Genre Sports
Players 1-4 Players

Tennis Arena is arcade-style tennis game. The game has single-match or tournament play for up to four players with exaggerated characters and a few different courts to play on. Players can play an obese Chinese man, for example, and compete in a Roman coliseum whose clay surface seems to affect bounce marginally.

The game also features special shots, with visible trails, fighter-plane-like sound effects, and higher ball speed.

Ten Pin Alley

5.9

NTSC Rarity: 1
PAL Rarity: 2

Developer Adrenalin Entertainment
Publisher ASC Games, (eu) American Softworks
Release date (us) November 30, 1996
(eu) June 10, 1997
Genre Sports
Players 1-6 Players

Ten Pin Alley is a ten-pin bowling simulation game, and should not be confused with an audio game of the same title made by PCS Games.

The game contained considerable depth and allowed the player to participate in a number of various game play modes, including single player, multiplayer, tournament and a practice mode.

Terracon

Developer	PictureHouse Software Ltd.
Publisher	SCEE
Release date	(eu) August 10, 2000
Genre	Action-adventure
Players	1 Player

Terracon is an action-adventure game released in Europe only, although a North American release by Midway was planned, but cancelled for unknown reasons.

When a terraforming machine malfunctions, Xed are the only surviving member of his race. He has to fight its robot minions in order to survive and collect the Genergy required to rebuild his homeworld. With a variety of guns Xed runs around several worlds, which are divided into 32 huge 3D levels.

7.5

PAL Rarity: 1

Test Drive 4

Developer	Pitbull Syndicate
Publisher	Accolade
Release date	(us) September 30, 1997 (eu) November, 1997
Genre	Racing
Players	1-2 Players

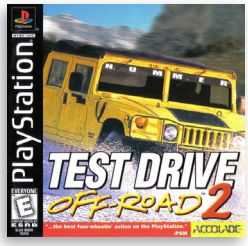
Test Drive 4 features various modes including single race, championship and challenge. There is also a drag race mode, where the player can only use manual gear.

The game features 14 vehicles including; Dodge Viper '98, Jaguar XJ220 '98, TVR 12/7 '97, and Dodge Daytona '69, among others. The game also comes with six tracks to race on.

5.7

NTSC Rarity: 3
PAL Rarity: 1

Test Drive 4X4



Developer	Accolade
Publisher	Accolade, (eu) Infogrames
Release date	(us) September 30, 1998 (eu) September 30, 1998
Genre	Racing
Players	1 Player

Test Drive Off-Road 2, known as Test Drive 4X4 in Europe, is a cross-platform racing game, and the second entry in the Test Drive Off-Road series.

Game Modes include: Single Race, that allows the player to choose any vehicle or course to race in, and World Tour, where the player goes through different tracks throughout the world and will win cups and money.

5.7

NTSC Rarity: 1
PAL Rarity: 3

6.5

NTSC Rarity: 1
PAL Rarity: 1

Test Drive 5

Developer Pitbull Syndicate
Publisher Accolade, (eu) Cryo, Infogrames
Release date (us) September 30, 1998
(eu) December, 1998
Genre Racing
Players 1-2 Players

Test Drive 5 includes 28 licensed vehicles. In addition, police cars are available in Cop Chase mode. Police cars and original cars become playable in Single Race and Drag Race modes by winning all tournament races.

Some licensed vehicles are unlocked by winning a circuit track, while others are earned by winning tournaments, which causes different vehicles to be unlocked depending on tournament types.

6.8

NTSC Rarity: 1
PAL Rarity: 1

Test Drive 6

Developer Pitbull Syndicate
Publisher Infogrames, (eu) Cryo, Infogrames
Release date (us) October 31, 1999
(eu) June 30, 2000
Genre Racing
Players 1-2 Players

A new feature in the series is the Economy system. Players now earn vehicles through purchases by credits, instead of just unlocking them.

There are 40 licensed vehicles in the game, which include 36 race cars and 4 police cars. Cars are licensed from Dodge, Ford, Aston Martin, Audi, Nissan, Toyota, and more. Police cars are selectable only in Cop Chase mode.

6.7

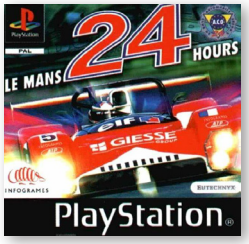
NTSC Rarity: 3
PAL Rarity: 2

Test Drive Le Mans

Developer Eutechnyx
Publisher Infogrames
Release date (us) March 15, 2000
(eu) August 25, 2000
Genre Racing
Players 1-2 Players

Test Drive Le Mans, known as Le Mans 24 Hours in Europe, is based on the famous 24 hours of Le Mans race in France. The player is invited to race the entire 24-hour endurance course or take part in a simpler arcade mode.

The game were met with mixed to positive reviews



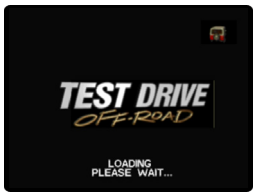
Test Drive Off-Road

5.8

Developer	Elite Systems, Motivetime
Publisher	Accolade, (eu) Eidos Interactive
Release date	(us) February 28, 1997 (eu) July, 1997
Genre	Racing
Players	1-2 Players

Test Drive Off-Road is the first entry in the Test Drive Off-Road series. The game has several game modes, including: Practice Race, that allows the player to choose any vehicle or course to race in. Mixed League consists of 6 cup tournaments on which the player can choose any vehicle to be raced. And Class League where every player has the same vehicle brand in all races.

Bob Fitzgerald provides the voice as the announcer.



NTSC Rarity: 1
PAL Rarity: 3

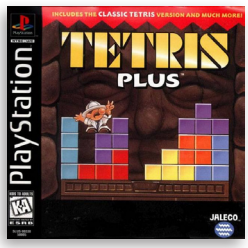
Test Drive Off-Road 3

6.5

Developer	Accolade
Publisher	Infogrames
Release date	(us) October 31, 1999 (eu) April 19, 2000
Genre	Racing
Players	1-2 Players

Test Drive Off-Road 3, known as 4X4 World Trophy in Europe, has three game modes; Arcade, Two Players and World Tour. In World Tour, the player goes through different tracks throughout the world and win cups and money. The player can buy, modify, and sell vehicles. Overall in the game, surprises come along races, such as breakable objects and shortcuts.

NTSC Rarity: 1
PAL Rarity: 3



Tetris Plus

7.0

Developer	Natsume
Publisher	Jaleco Entertainment, (eu) JVC Digital Studios
Release date	(us) October 18, 1996 (eu) October 18, 1997
Genre	Puzzle
Players	1-2 Players

Tetris Plus consists of two main modes, Classic Mode and Puzzle Mode. Classic Mode functions like the original Tetris game for the Game Boy except with different music and visuals. Puzzle Mode is a twist on the classic gameplay that provides a new scenario. Also included is an editor for making Puzzle levels, and a two player Versus Mode which is essentially puzzle mode with two players racing for the finish line.

NTSC Rarity: 1
PAL Rarity: 2

Theme Hospital

7.4

NTSC Rarity: 5
PAL Rarity: 2

Developer	Bullfrog Productions
Publisher	Electronic Arts
Release date	(us) March 31, 1998
	(eu) February, 1998
Genre	Strategy
Players	1 Player

Theme Hospital is a business simulation game, in which the player designs and operates a hospital. Like most of Bullfrog's games, Theme Hospital is permeated by an eccentric sense of humour. The game is the thematic successor to Theme Park, a game also produced by Bullfrog.

The PlayStation version was released as a download on the PlayStation 3 and PlayStation Portable.

Theme Park

6.6

NTSC Rarity: 3
PAL Rarity: 2

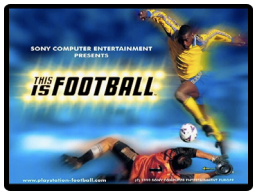
Developer	Bullfrog Productions
Publisher	Electronic Arts
Release date	(us) October 15, 1995
	(eu) October 15, 1995
Genre	Strategy
Players	1 Player

Theme Park is a construction and management simulation game, in which the player designs and operates an amusement park.

Starting with a free plot of land in the United Kingdom and few hundred thousand pounds, the player must build a profitable amusement park. Money is spent on building rides and shops and on staff, and is earned through sale of entry tickets, merchandise and refreshments.

This Is Football

6.6



PAL Rarity: 1

Developer	London Studio
Publisher	SCEE
Release date	(eu) December 10, 1999
Genre	Sports
Players	1-8 Players

This Is Football, also known as Le Monde Des Bleus, Fussball Live, Esto es Futbol, or This is Soccer, depending on it`s release. The game started Sony's soccer series, which aims for a realistic game with several control modes.

The game is fully endorsed by FIFPro, and therefore features 5000 real players and their facial likenesses, 230 real clubs, and stadiums from all across Europe.

This Is Football II

8.0

Developer	Sony Studio Soho
Publisher	SCEE
Release date	(eu) November 3, 2000
Genre	Sports
Players	1-8 Players

This is Football 2 builds on the realism, atmosphere and gameplay of its predecessor. The game are again fully licenced by FIFAPro to use every players real name, dozens of the more famous football stadiums from around the world are faithfully represented while nearly every major football league, cup or competition is included.

PAL Rarity: 1

Thousand Arms

7.3

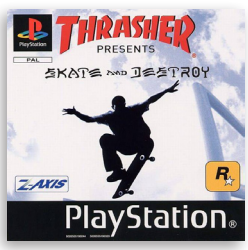
Developer	Red Company
Publisher	Atlus
Release date	(us) October 13, 1999
Genre	Role-playing game
Players	1 Player

Thousand Arms mixes elements of Japanese role-playing video games and dating sim games.

The key feature in this game which distinguishes it from most other RPGs is its built-in mini-dating simulation. The dating aspect allows the player to pick dialogue choices. Additionally, the dating occasionally breaks fourth wall, such as when the main character alludes to a night of sex with a female character during a date, she states that “the game isn’t rated for that”.

NTSC Rarity: 5

Thrasher Presents: Skate and Destroy



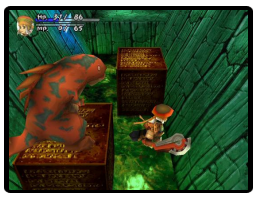
7.7

Developer	Z-Axis
Publisher	Rockstar Games, (eu) Take 2
Release date	(us) December 15, 1999 (eu) October 31, 1999
Genre	Sports
Players	1-2 Players

Despite having less recognition, it received high scores from both IGN and GameSpot, being seen as “technically superior to Tony Hawk” and an “almost sim-like approach to the sport”. Aside from less advanced graphics, this was one of the reasons Thrasher was ignored, as the learning curve is fairly steep compared to the ‘pick up and play’ style of the Tony Hawk games.

NTSC Rarity: 2
PAL Rarity: 1

7.7



NTSC Rarity: 1

Threads of Fate

Developer Square
Publisher Square EA
Release date (us) July 19, 2000
Genre Action role-playing game
Players 1 Player

Threads of Fate revolves around two characters, Rue and Mint, and their adventure for a mystical object known only as the relic. The game combines the gameplay of a 3D action game with an RPG character system.

Though an official sequel was never released, a fan-made sequel called “Duo Princess” was created for the PC in Japanese.

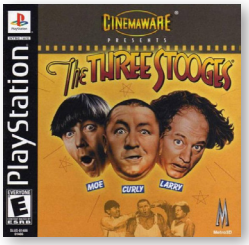
4.4

NTSC Rarity: 3

The Three Stooges

Developer Cinemaware Corporation
Publisher Metro3D
Release date (us) February 7, 2004
Genre Mini-games
Players 1 Player

The Three Stooges is a series of mini-games originally released by Cinemaware in 1987 for the Commodore Amiga, based on the comedy act of the same name. Moe, Larry, and Curly are pressed into action when a cantankerous banker named I. Fleecem demands the mortgage be paid at Ma’s Orphanage. She needs 5000 dollars in 30 days to save the business or else the children will be left homeless.



8.5

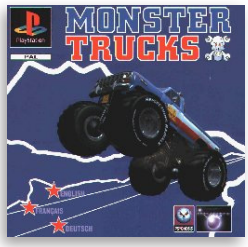
NTSC Rarity: 4

Thunder Force V

Developer TechnoSoft
Publisher Working Designs
Release date (us) August 31, 1998
Genre Shooter
Players 1 Player

Thunder Force V is a scrolling shooter and the fifth chapter of the Thunder Force series.

Graphically, the Sega Saturn version of Thunder Force V is superior, as it features special effects not present in its PlayStation counterpart. The Saturn version also has better sound quality than the PlayStation version. However, the PlayStation version features extra artwork, and CG rendered movie sequences.



Thunder Truck Rally

6.8

Developer	Reflections Interactive
Publisher	Psygnosis
Release date	(us) June 15, 1997
	(eu) October 15, 1997
Genre	Racing
Players	1 Player

Thunder Truck Rally, known as Monster Trucks in Europe, is a monster truck racing game where players select a monster truck or otherwise 4X4 vehicle equipped with monster truck tires and have the option of either racing or crushing cars in an arena.

Game modes include; Endurance, Circuit, Car Crushing, Championship, Multiplayer, Practice, and Time Trials.

NTSC Rarity: 5
PAL Rarity: 2

TigerShark

5.3

Developer	n-Space
Publisher	GT Interactive
Release date	(us) March 15, 1997
	(eu) August 10, 1997
Genre	Shooter
Players	1 Player

Tigershark is set in 2060, where a Russian commander is seeking to sink the entire Pacific tectonic plate by constructing geothermal taps in the ocean. Only the Tigershark, a powerful prototype attack subfoil can stop it. The player will encounter enemy submarines, hostile aircraft, and powerful battle cruisers in battles in both sea and air. Some missions require escorting ally submarines to safety.

NTSC Rarity: 3
PAL Rarity: 1

Tiger Woods PGA Tour 99

7.1

Developer	Adrenalin Entertainment
Publisher	Electronic Arts
Release date	(us) October 31, 1998
	(eu) November 15, 1998
Genre	Sports
Players	1-4 Players

Tiger Woods 99 PGA Tour Golf is the fourth PlayStation golf title from Electronic Arts and first to give the player a play of 18 holes within 30 minutes.

There are a total of eight different modes of play: Practice, Stroke Play, The Skins Game, Tournament, Shoot-Out, Foursome Match, Four Ball Match and Tour Play, with the latter making its debut in this release.

NTSC Rarity: 1
PAL Rarity: 2

6.6

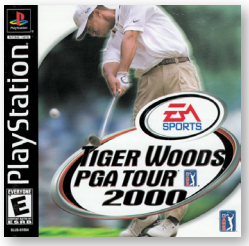
NTSC Rarity: 1
PAL Rarity: 2

Tiger Woods PGA Tour 2000

Developer	EA Redwood Shores
Publisher	Electronic Arts
Release date	(us) January 18, 2000
	(eu) January 30, 2000
Genre	Sports
Players	1-4 Players

Tiger Woods PGA Tour 2000 features five of the top golfers of 1999. Included are Tiger Woods, Mark O'Meara, Justin Leonard, Brad Faxon and Lee Janzen.

Newly included analog control features the ability to draw, angle or fade the shot. Also included is the ability to add some spin after the shot to perfect the landing.



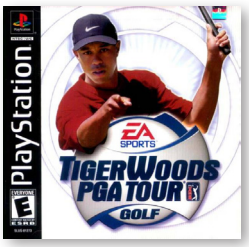
6.5

NTSC Rarity: 1
PAL Rarity: 2

Tiger Woods PGA Tour Golf

Developer	Stormfront Studios
Publisher	Electronic Arts
Release date	(us) November 15, 2000
	(eu) December 8, 2000
Genre	Sports
Players	1-4 Players

EA Sports brings Tiger Woods and the PGA Tour golf series to the PlayStation one last time with their 2001 edition. More than twice as many real golfers are in the 2001 version from the previous 2000 edition for play as or against. The usual modes of play are featured such as Practice, Exhibition, and Tournament. Up to four players can compete in the multi-player modes.



7.5

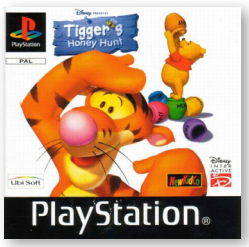
NTSC Rarity: 3
PAL Rarity: 1

Tigger's Honey Hunt

Developer	Doki Denki
Publisher	NewKidCo LLC, Disney Interactive
Release date	(us) November 1, 2000
	(eu) December 8, 2000
Genre	Platformer
Players	1-4 Players

There are two forms of play in Tigger's Honey Hunt, 2½ dimensional platformer style levels, and secondly one of three mini games, which make up 9 levels.

Tigger's Honey Hunt has a spiritual successor called "Pooh and Tigger's Hunny Safari" with much of the same story but with different mini games.

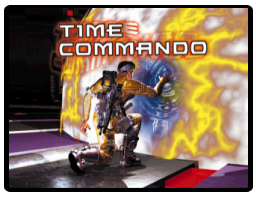


Time Commando

5.1

Developer	Adeline Software International
Publisher	Activision, (eu) Electronic Arts
Release date	(us) September 30, 1996 (eu) September, 1996
Genre	Action-adventure
Players	1 Player

Time Commando is an action game with light puzzle-solving elements. The player character travels to eight different time periods: Prehistoric, Roman Empire, Feudal Japan, Medieval, Conquistador, Wild West, Modern Wars, and Future. Each era has its own characteristic enemies and sets of weapons: for example, Stanley fights with rocks and bone knives in the Prehistoric era, and switching to shurikens and katanas in Japan.



NTSC Rarity: 1
PAL Rarity: 2

Time Crisis

7.5

Developer	Namco
Publisher	Namco
Release date	(us) October 31, 1997 (eu) November 31, 1997
Genre	Light-gun
Players	1 Player

Time Crisis is a first person rail shooter similar to Virtua Cop and The House of the Dead installments, in which the player holds a light gun and goes through the motions of firing at on-screen enemies. Time Crisis is best known for its cover system, in which players can duck behind cover to avoid enemy fire and reload his weapon.

The game came in several releases bundled with a light-gun.

NTSC Rarity: 1

Time Crisis: Project Titan

7.1

Developer	Flying Tiger Development
Publisher	Namco
Release date	(us) June 20, 2001 (eu) April 6, 2001
Genre	Light-gun
Players	1 Player

Time Crisis: Project Titan was developed by Flying Tiger Entertainment, a third-party company in the United States, and was published by Namco as a PlayStation-only title (unlike other Time Crisis games that were released for the arcade first). The game took two years to develop. Namco opted to create a new game instead of porting over Time Crisis II since the specifications of the arcade version and the PlayStation was so different.

NTSC Rarity: 3
PAL Rarity: 1

7.6

PAL Rarity: 3

Tintin: Destination Adventure

Developer Moulinsart Multimedia
Publisher Infogrames
Release date (eu) September 21, 2001
Genre Adventure
Players 1 Player

Tintin: Destination Adventure is loosely based on the series The Adventures of Tintin, the comics series by Belgian cartoonist Hergé. The gameplay is similar to the previous two Tintin games, Prisoners of the Sun and Tintin in Tibet, with the exception in some parts where the player can operate vehicles. Aside from this the only other enhancement is the use of full 3D for the game.

The game was never released in the United States.

7.1

NTSC Rarity: 1
PAL Rarity: 2

Tiny Tank

Developer Appaloosa
Publisher SCE
Release date (us) September 1, 1999
(eu) February 2, 2000
Genre Shooter
Players 1-2 Players

Tiny Tank is a relatively straightforward third person shooter. The player controls Tiny as he traverses many levels, eliminating SenTrax forces as he goes.

Initially meant to be published by MGM Interactive, they dropped the title and gave it to SCEA. It was released for the PlayStation console with little fanfare.

5.6

NTSC Rarity: 2
PAL Rarity: 2

Tiny Toon Adventures: The Great Beanstalk

Developer Terraglyph Interactive Studios
Publisher NewKidCo, (eu) SCEE
Release date (us) October 27, 1998
(eu) November, 1999
Genre Adventure
Players 1 Player

Tiny Toon Adventures: The Great Beanstalk is the first Tiny Toon Adventures-related game released on the PlayStation. The player must navigate through nine different adventures to get three keys for the Giant's castle, and retrieve the chicken that lays the golden egg, a bag full of gold and the magical flying golden harp.

Tiny Toon Adventures: Toonenstein - Dare to Scare

8.3

Developer	Terraglyph Interactive Studios
Publisher	Vatical Entertainment
Release date	(us) November 2, 1999 (eu) November 2, 1999
Genre	Adventure
Players	1 Player

The player must help Plucky, Hamton and Furball escape a haunted mansion. Each character has a purpose. Plucky and Hamton are there to navigate the mansion and provide comic relief, while Furball activates switches and devices. Gameplay involves moving the characters through a series of rooms where they perform different actions, such as shooting, and pulling switches.

NTSC Rarity: 4
PAL Rarity: 1

Tiny Toon Adventures: Plucky's Big Adventure

5.3

Developer	Warthog
Publisher	Conspiracy Entertainment, (eu) Swing Entertaiment
Release date	(us) September 21, 2001 (eu) October 3, 2001
Genre	Platformer
Players	1 Player

The game's focus is on Plucky Duck. Based around an actual episode of the series, Plucky is attempting to build a time machine because he forgot to do his homework. However, he needs the help of his show co-stars to find the needed parts to finish the time machine.

NTSC Rarity: 2
PAL Rarity: 2

Titan Wars

3.9

Developer	Crystal Dynamics
Publisher	Crystal Dynamics
Release date	(eu) November 15, 1996
Genre	Shooter
Players	1 Player

Titan Wars, or Solar Eclipse on the Sega Saturn, plays kind of like a sequel to Total Eclipse for the 3DO. Gameplay is pure arcade-style shooter. Players can view the game from a behind-the-ship perspective, or an in-cockpit perspective, but the scrolling is on rails.

The story in this game is told through a series of full-motion video clips.

PAL Rarity: 3

6.9

NTSC Rarity: 2
PAL Rarity: 2

TNN Motor Sports Hardcore 4x4

Developer	Gremlin Interactive
Publisher	ASC Games, (eu) Gremlin Interactive
Release date	(us) November 30, 1996 (eu) December 13, 1996
Genre	Racing
Players	1 Player

Hardcore 4x4, initially known as TNN Motorsports Hardcore 4X4 in North America, was apparently the first game to feature vehicles with independent suspension.

The game is an off-road racing game. The player drive a 4x4 like a Jeep or pickup truck around 3D cross-country loops and attempt to get to the finish line first.

7.0

NTSC Rarity: 3

TNN Motor Sports Hardcore TR

Developer	Eutechnyx
Publisher	ASC Games
Release date	(us) December 2, 1999
Genre	Racing
Players	1-2 Players

TNN Motorsports Hardcore 4x4 is an off road racing game. Players drive a 4x4 like a Jeep or pickup truck around cross-country loops and attempt to get to the finish line first. There are three race types. In single race mode one participate in only one race on a track of the choice against 5 other competitors. Championship allows one to race through all 6 courses in a row in an attempt to win a hidden truck. Time trial lets up to 8 players compete round-robin style for the fast lap time around a track.

6.8

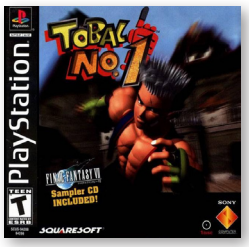
NTSC Rarity: 2
PAL Rarity: 2

Tobal No. 1

Developer	Dreamfactory
Publisher	SCE, Square
Release date	(us) September 30, 1996 (eu) January 10, 1997
Genre	Fighting
Players	1-2 Players

Tobal No. 1 was DreamFactory's first release, as well as Square's first release on the CD-based console. The game's mechanics were designed with the aid of fighter game designer Seiichi Ishii, while all the characters were designed by Akira Toriyama of Dragon Ball fame.

Packaged with the North American version of the game was a sampler disc featuring a pre-release demo of Final Fantasy VII.



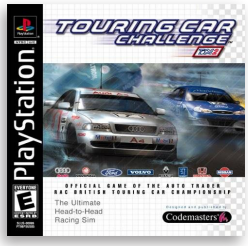
TOCA Championship Racing

7.3

Developer	Codemasters
Publisher	3DO, (eu) Codemasters
Release date	(us) August 29, 1998 (eu) November 1, 1997
Genre	Racing
Players	1-2 Players

TOCA Touring Car Championship, released as TOCA Championship Racing in North America, feature all the licensed cars (not including privateers) and tracks from the 1997 British Touring Car Championship. The game was critically acclaimed by the European games press, especially on console, where it was widely considered the best in its genre until the release of Gran Turismo several months later.

NTSC Rarity: 3
PAL Rarity: 1



TOCA 2 Touring Cars

7.7

Developer	Codemasters
Publisher	Codemasters
Release date	(us) October 31, 1999 (eu) October 31, 1999
Genre	Racing
Players	1-2 Players

TOCA 2 Touring Cars is part of the TOCA Touring Car series. Mainly an annual franchise update of cars and tracks, the game added more detailed graphics, physics, multiplayer modes and other minor features. Fictional tracks were added, and support races such as Ford Fiestas, Formula Ford and others also arrived. The level of car damage possible during a race was also enhanced.

NTSC Rarity: 4
PAL Rarity: 1

Tokyo Highway Battle

6.7

Developer	Bullet-Proof Software
Publisher	Jaleco Entertainment
Release date	(us) September 30, 1996 (eu) June 27, 1997
Genre	Racing
Players	1 Player

Tokyo Highway Battle is one of the earliest in the Shutokou Battle series, where the player took control of 12 different cars and 60 different parts and upgrades available to choose from. Players navigate through three Tokyo highway circuits driving one of 72 high-performance sports cars. While driving, players earn valuable points which are used to purchase upgrade parts for their vehicle.

NTSC Rarity: 2
PAL Rarity: 2

Tom Clancy's Rainbow Six

5.9

NTSC Rarity: 1
PAL Rarity: 1

Developer	Rebellion
Publisher	Red Storm Entertainment, (eu) UBI Soft
Release date	(us) November 23, 1999 (eu) November, 1999
Genre	First-person shooter
Players	1 Player

Tom Clancy's Rainbow Six is a tactical shooter computer game and the first in the Rainbow Six series. It was originally released for the PC in 1998, and later ported to the PlayStation. Unlike the other versions, the PlayStation version actually showed the gun being held in the player's hands.

The game focuses more on stealth and tactics than on sheer firepower, exploring the lethality of a single bullet.

Tom Clancy's Rainbow Six: Lone Wolf

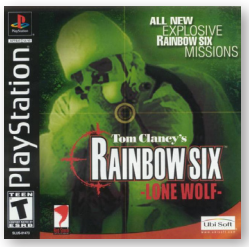
5.5

NTSC Rarity: 2
PAL Rarity: 1

Developer	Rebellion
Publisher	UBI Soft
Release date	(us) August 22, 2002 (eu) July 5, 2002
Genre	First-person shooter
Players	1 Player

Released three years after Tom Clancy's Rainbow Six, Tom Clancy's Rainbow Six: Lone Wolf is more a standalone add-on than a new game. The story takes place after the events of Tom Clancy's Rainbow Six.

The player is Ding Chavez, a member of the Rainbow Team, who is sent to Norway to infiltrate a terrorist group that illegally imports weapons.



Tom Clancy's Rainbow Six: Rogue Spear

6.9

NTSC Rarity: 1
PAL Rarity: 1

Developer	Saffire Corporation
Publisher	Red Storm Entertainment, (eu) UBI Soft
Release date	(us) March 27, 2001 (eu) May 25, 2001
Genre	First-person shooter
Players	1-2 Players

Tom Clancy's Rainbow Six: Rogue Spear is the sequel to Rainbow Six game based on the Tom Clancy novel of the same name.

Though based directly on the 1999 PC game, this port of the squad-oriented 3D shooter features new levels and a new strategic interface designed specifically for the PlayStation.

Tom And Jerry in House Trap

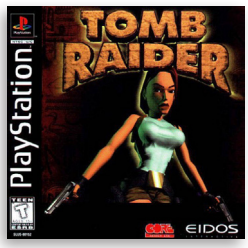
6.7

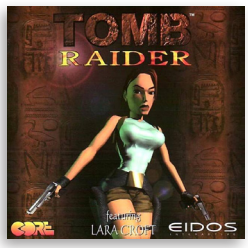
Developer	Warthog
Publisher	NewKidCo, (eu) UBI Soft
Release date	(us) November 24, 2000 (eu) December 1, 2000
Genre	Action
Players	1-2 Players

The Playstation version of Tom and Jerry in House Trap, is an example of the trap-em-up genre, which also includes games like Heiankyo Alien, Space Panic, and Lode Runner. The gameplay is largely similar to the classic multi-platform Spy vs. Spy computer game, even adopting the split-screen aesthetics.

When two people play at once, one can take on the role of Tom and help him to avoid the traps that Jerry sets.

NTSC Rarity: 2
PAL Rarity: 2





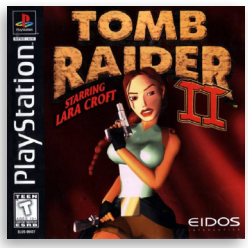
Tomb Raider

7.7

Developer	Core Design
Publisher	Eidos Interactive
Release date	(us) November 1, 1996 (eu) November 1, 1996
Genre	Action-adventure
Players	1 Player

Preliminary work on Tomb Raider commenced in 1993, but it was not until November 1996 that the game actually saw the light of day as a retail product. Toby Gard initially conceived of Tomb Raider as a mixture between the first-person exploration of Ultima Underworld with the third-person 3D polygon characters of Virtua Fighter. For Lara's character design, he drew influence from films such as Tank Girl and Indiana Jones.

NTSC Rarity: 1
PAL Rarity: 1

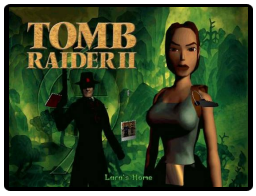


Tomb Raider II

7.7

Developer	Core Design
Publisher	Eidos Interactive
Release date	(us) October 31, 1997 (eu) November 1, 1997
Genre	Action-adventure
Players	1 Player

Development of Tomb Raider II was already in its conceptual stages before the first game was released. As Core Design came to the home stretch of Tomb Raider's development, additional ideas and suggestions for the game had piled up, some of which were still able to be incorporated in the first game, and others which would form foundation for the sequel.



NTSC Rarity: 1
PAL Rarity: 1

7.3

NTSC Rarity: 1
PAL Rarity: 1

Tomb Raider III: Adventures of Lara Croft

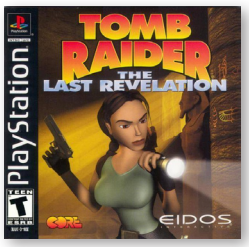
Developer	Core Design
Publisher	Eidos Interactive
Release date	(us) November 21, 1998 (eu) November 23, 1998
Genre	Action-adventure
Players	1 Player

The gameplay of Tomb Raider III picks up where Tomb Raider II left off. Once again, Lara's range of abilities has been expanded, now including such moves as the crouch stance, crawling, a sprinting move and the ability to "monkey swing" on overhead bars and vines. Quicksand is also a new surface introduced in this game.

7.5

NTSC Rarity: 1
PAL Rarity: 1

Tomb Raider: The Last Revelation



Developer	Core Design
Publisher	Eidos Interactive
Release date	(us) November 17, 1999 (eu) November 26, 1999
Genre	Action-adventure
Players	1 Player

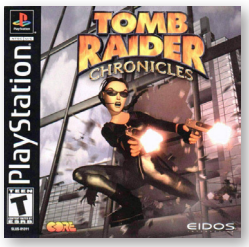
Tomb Raider: The Last Revelation is the fourth instalment in the Tomb Raider series.

There are two versions of the game, with minor differences. The first version allows the player to load a saved game immediately after death, and can save a maximum of seven games per official PlayStation memory card. The second version requires going back to the title screen after death and only five saves.

7.3

NTSC Rarity: 1

Tomb Raider Chronicles



Developer	Core Design
Publisher	Eidos Interactive
Release date	(us) November 20, 2000 (eu) November 30, 2000
Genre	Action-adventure
Players	1 Player

The gameplay of Tomb Raider Chronicles is closely tied to that of Tomb Raider: The Last Revelation. In terms of movement and animation, the new additions to Lara's skills are the ability to walk on a tightrope, the ability to grab and swing on horizontal bars and the ability to somersault forwards from a ledge while crouching. Focusing on Lara herself, little to no improvement has been made from the previous instalment.

Tomba!

8.3

Developer	Whoopee Camp
Publisher	SCE
Release date	(us) June 30, 1998 (eu) September 4, 1998
Genre	Platformer
Players	1 Player

Tomba!, known as Tombi! in Europe, is a side-scrolling platform game.

Although Tomba! failed to acquire Greatest Hits/Platinum status, it gained a sequel; however, the developer Whoopee Camp went out of business shortly afterward. The game has a high rarity status as a result.

NTSC Rarity: 5
PAL Rarity: 3

Tomba! 2: The Evil Swine Return

8.1

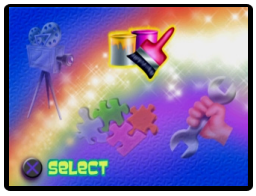
Developer	Whoopee Camp
Publisher	SCE
Release date	(us) December 31, 1999 (eu) June 30, 2000
Genre	Platformer
Players	1 Player

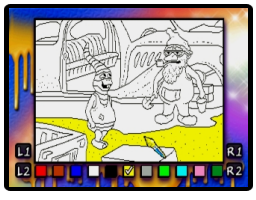
Tomba! 2: The Evil Swine Return is a side-scrolling platformer in which the titular character, Tomba, moves on predetermined linear paths until he reaches an intersection point where a flashing arrow appears over his head. At that point Tomba can move in either direction the arrow points. Some areas in the game enable the player to explore them in a top-down view, allowing Tomba to move around freely.

NTSC Rarity: 5

Toys

3.4





Developer	The Code Monkeys
Publisher	Phoenix Games
Release date	(eu) August 9, 2004
Genre	Puzzle
Players	1 Player

The cartoon film is about a little boy who is going to celebrate his birthday and his toys are worried about he maybe will receive a toy. Finally the Code Monkeys make a game with a original story... oh no...

Toys is another of the numerous games developed by the Code Monkeys using the same structure, including: crap cartoon film, jigsaw puzzles, and a colouring game.

PAL Rarity: 3

6.2

PAL Rarity: 1

Tommi Mäkinen Rally

Developer Europress
Publisher Europress
Release date (eu) July 15, 1998
Genre Racing
Players 1-2 Players

Tommi Mäkinen Rally, or the french release known as International Rally Championship, is a follow up to Europess's previous rally simulation game 'Rally Championship'. The game offers 16 new tracks set in various locations around the world from the deserts of Egypt to the rainforests of Brazil. There are various modes of play including arcade, time trial, simulation, championship and custom mode in which players get to set up the race using various settings such as weather conditions.

6.0

NTSC Rarity: 1

Tonka Space Station

Developer Data Design Interactive, ImageBuilder Software
Publisher Hasbro Interactive
Release date (us) November 6, 2000
Genre Mini-games
Players 1 Player

Tonka Space Station features nine different arcade-style games, each covering a different part of life on a space station, from gathering food to fighting off rogue asteroids. Each challenge also features a different Tonka vehicle to help players complete the task, such as driving the TEV with the front mounted drill or speeding through space in a space ship.

"kimsufi.com"

7.7

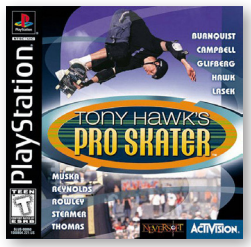
NTSC Rarity: 1
PAL Rarity: 1

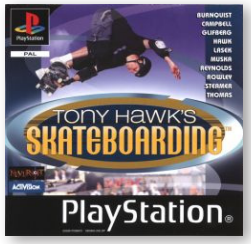
Tony Hawk's Pro Skater

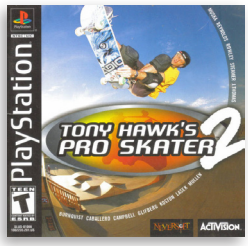
Developer Neversoft Entertainment
Publisher Activision
Release date (us) August 31, 1999
(eu) October 1, 1999
Genre Sports
Players 1-2 Players

Tony Hawk's Pro Skater resulted in a successful franchise that continued to be active until the studio's closing in 2014.

In 1999, Activision signed real life professional skateboarder Tony Hawk to star in Tony Hawk's Pro Skater. Hawk himself was involved in the development of the game and his in-game persona.





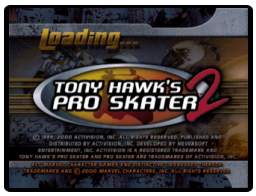


Tony Hawk's Pro Skater 2

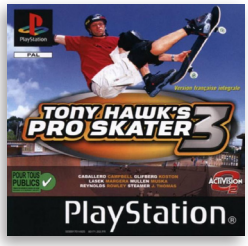
8.3

Developer	Neversoft Entertainment
Publisher	Activision
Release date	(us) September 20, 2000 (eu) September 29, 2000
Genre	Sports
Players	1-2 Players

Tony Hawk's Pro Skater 2 was the first game in the series to introduce the manual, a skateboarding trick where the performer balances on two wheels. This improved players' ability to string together high-scoring trick combos. Many new tricks were introduced for the first time, as was the option to edit the combinations for tricks. It was also the first of the Pro Skater games to feature Create-a-Skater and Park Editor features.



NTSC Rarity: 1
PAL Rarity: 1

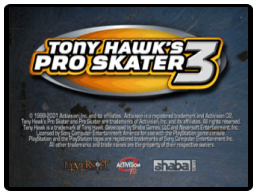


Tony Hawk's Pro Skater 3

7.4

Developer	Shaba Games
Publisher	Activision
Release date	(us) October 29, 2001 (eu) November 23, 2001
Genre	Sports
Players	1-2 Players

Tony Hawk's Pro Skater 3 was the first game released for the PlayStation 2 supporting online play, and the last game released on the Nintendo 64 in North America. According to Metacritic, Tony Hawk's Pro Skater 3 and Grand Theft Auto III hold an average critic score of 97/100, making them the highest-rated PlayStation 2 games of all time.



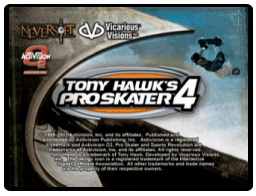
NTSC Rarity: 1
PAL Rarity: 1

Tony Hawk's Pro Skater 4

7.5

Developer	Vicarious Visions
Publisher	Activision
Release date	(us) October 23, 2002 (eu) November 15, 2002
Genre	Sports
Players	1-2 Players

Tony Hawk's Pro Skater 4 is a departure from the previous three games' Career mode, in which the player had a set amount of time in order to find and complete goals. 4 instead featured a Career mode more similar to Free-skate mode, in which there was no time limit to explore the level, the goals are usually offered to the player to attempt by characters found in the level.



NTSC Rarity: 1
PAL Rarity: 1

5.4

NTSC Rarity: 4
PAL Rarity: 2

Top Gun: Fire At Will

Developer	Spectrum HoloByte
Publisher	Microprose
Release date	(us) June 15, 1996 (eu) July 15, 1996
Genre	Shooter
Players	1 Player

Top Gun: Fire At Will was the first Top Gun game published since Second Mission. It is also the only title to feature any actors from the film, with James Tolkan reprising his role as a commanding officer. The game's overall plot focuses on the player-character, Maverick, going to combat in Cuba, North Korea, and Libya against a secret group of mercenary pilots called the "Cadre."

7.4

NTSC Rarity: 1

Torneko: The Last Hope

Developer	Matrix Software
Publisher	Enix
Release date	(us) November 16, 2000
Genre	Action Role-playing game
Players	1 Player

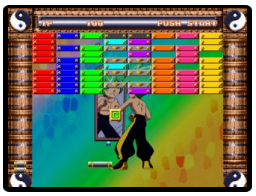
Torneko: The Last Hope is the sequel to Torneko no Daibōken: Fushigi no Dungeon and like that game, stars Torneko, aka Taloon, the merchant from Dragon Warrior IV.

Like other Fushigi no Dungeon games, Torneko: The Last Hope is a dungeon crawler viewed from the overhead. The dungeons are randomly generated. When venturing into dungeons, Torneko will find items and fight monsters.

6.9

PAL Rarity: 3

Toshinden 4



Developer	Takara
Publisher	Virgin Interactive
Release date	(eu) June 30, 2000
Genre	Fighting
Players	1-2 Players

Toshinden 4 attempts to return to the series roots after Toshinden 3's radical departure. As a result Toshinden 4 was "old school" for its time.

Most of the "old" faces have been removed and replaced with new characters, and some of those that remain have changed significantly.

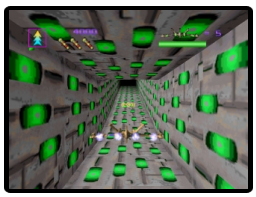
Total Eclipse Turbo

5.4

Developer	Beam Software
Publisher	Crystal Dynamics
Release date	(us) August 30, 1995
	(eu) November, 1995
Genre	Shooting
Players	1 Player

The game is played in a third person, behind-the-player perspective as the player's ship flies a predefined path across each level. The player is free to maneuver around to dodge obstacles and attack enemies, but the course for each level is fixed.

Gameplay is divided into two phases, surface and tunnel.



NTSC Rarity: 6
PAL Rarity: 2

Toy Story 2: Buzz Lightyear to the Rescue

7.6

Developer	Traveller's Tales
Publisher	Activision
Release date	(us) November 30, 1999
	(eu) November 30, 1999
Genre	Platformer
Players	1 Player

Toy Story 2: Buzz Lightyear to the Rescue is based on Pixar's computer animated movie Toy Story 2. The games plot is relative to the actual Toy Story 2 movie and begins at Andy's house as Al McWhiggin kidnaps Woody. Buzz Lightyear, Hamm, Rex, Slinky and Mr. Potato Head head out to find and rescue Woody.

NTSC Rarity: 1

Toy Story Racer

7.4

Developer	Traveller's Tales
Publisher	Activision
Release date	(us) March 5, 2001
	(eu) March 23, 2001
Genre	Racing
Players	1-2 Players

Toy Story Racer is a kart racing game, similar to Nintendo's Mario Kart series, but based on the Toy Story franchise.

There are 200 soldiers to collect throughout the game, gained by competing in the different types of races. There are 8 unlockable characters, which can be unlocked by earning the required number of soldiers for that respective character.

NTSC Rarity: 3
PAL Rarity: 2

6.5

NTSC Rarity: 3

Transformers: Beast Wars Transmetals

Developer	Takara
Publisher	BAM! Entertainment
Release date	(eu) June 24, 2000
Genre	Fighting
Players	1-2 Players

Transformers: Beast Wars Transmetals is a 1999 versus styled fighting game, based on the Beast Wars cartoon series and toy-line, for the Nintendo 64 and PlayStation. The Nintendo 64 version was a Blockbuster Video exclusive and was initially only available for rental.

The game was met with negative reception upon release.

6.7

PAL Rarity: 3

Transport Tycoon

Developer	Microprose, Digital Amusement
Publisher	Ocean
Release date	(eu) September 15, 1997
Genre	Strategy
Players	1 Player

In Transport Tycoon, the player are in charge of a transport company starting in 1930 in the midst of The Great Depression, and the aim is to build up an empire of trains, ships, lorries, planes and helicopters, with technological evolution to be taken into account. The player can play alone, or with a number of computer-controlled rivals.

The Playstation port is an enhanced version of the PC version.

7.3

NTSC Rarity: 3
PAL Rarity: 2

Trap Gunner: Countdown to Oblivion

Developer	Racdym
Publisher	Atlus, (eu) Konami
Release date	(us) September 30, 1998 (eu) June, 1999
Genre	Shooter
Players	1-2 Players

Trap Gunner: Countdown to Oblivion is a strategy, arcade-style game for one or two players. The purpose of the game is to run around various levels and to set traps, which are invisible to the opponent. Players can shoot at one another while setting traps. Each character has a different melee weapon with unique attributes.

Trash It

Developer	Rage Software
Publisher	GT Interactive
Release date	(eu) July 10, 1997
Genre	Puzzle
Players	1-4 Players

Trash it is an arcade action game where players destroy buildings with a gigantic hammers. The player take a role of construction worker who has only one mission: To smash everything to bits. Pieces are flying and houses falling as players hack their way through levels and earning points as they go.

6.3

PAL Rarity: 3

Treasure Planet

Developer	Magenta Software
Publisher	SCE
Release date	(us) November 13, 2002 (eu) November 13, 2002
Genre	Platformer
Players	1 Player

Treasure Planet is the adaptation of an animated Disney movie. The game follows the adventures of Jim Hawkins, a young boy on a quest to locate a mythical planet called Treasure Planet. To find the planet he needs to travel to many locations throughout the universe and complete tasks before he finds the ultimate prize. The tasks range from finding a certain number of items to catching runaway animals to flipping a series of switches.

5.8

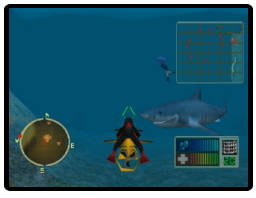
NTSC Rarity: 2
PAL Rarity: 1

Treasures of the Deep

Developer	Black Ops Entertainment
Publisher	Namco
Release date	(us) August 31, 1997 (eu) July 1, 1998
Genre	Action
Players	1 Player

The gameplay in Treasures of the Deep focuses on underwater exploration in a variety of wetsuits and gradually more powerful one-man submersibles, in order to fulfill objectives such as capping underwater oil leaks, exploring shipwrecks, recovering plane crash victims and destroying hostile installations. Various wildlife populate the levels, including sharks that attack the player and bleeding divers and animals.

7.3



NTSC Rarity: 2
PAL Rarity: 2

Trick'n Snowboarder

6.6

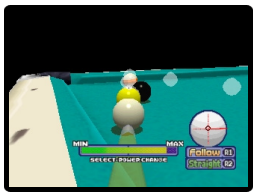
NTSC Rarity: 4
PAL Rarity: 1

Developer	Cave
Publisher	Capcom, (eu) Virgin Interactive
Release date	(us) October 19, 1999 (eu) December 29, 2000
Genre	Sports
Players	1-2 Players

Trick'N Snowboarder is a snowboarding game. The game offers scenario, versus, edit and free modes. In the scenario mode one play in range of competitions on half-pipes, snowboard parks, Alpine courses and jump ramps. During the scenario mode the player have to perform stunts and tricks for a personal snowboarding video.

Trickshot

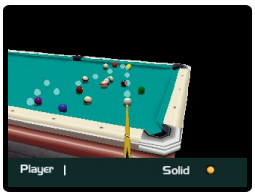
2.3



PAL Rarity: 2

Developer	Selen, Prosoft
Publisher	Phoenix Games
Release date	(eu) March 14, 2003
Genre	Sports
Players	1-3 Players

Trickshot is a pool simulation, containing 14 different styles of pool. Players are free to alter the game rules in all of the game styles. Side, top, back spin and swerve can all be applied to different effect, one can even let the cue ball jump, enabling to pull of some effective shots. A replay of shots are also available to watch.



Triple Play 97

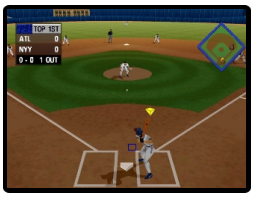
6.0

NTSC Rarity: 1

Developer	EA Sports
Publisher	EA Sports
Release date	(us) October 5, 1996
Genre	Sports
Players	1-8 Players

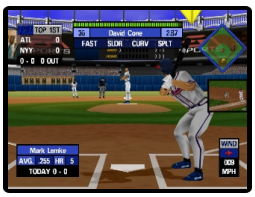
The PlayStation's first baseball game from EA Sports continues the Triple Play series introduced on the 16-bit Sega Genesis. Featuring both MLB and MLBPA licenses for authentic teams and players, Triple Play 97 also includes 28 accurately modeled stadiums from both leagues.

Players can compete in the following play modes: Exhibition, Series, Playoffs, Home Run Derby, All-Star, and Season.



Triple Play 98

6.0



Developer	EA Sports
Publisher	EA Sports
Release date	(us) April 30, 1997
Genre	Sports
Players	1-8 Players

Triple Play 98 features all 30 major league stadiums, but not all 30 team rosters. This game was released prior to the expansion draft of the Arizona Diamondbacks and Tampa Bay Devil Rays. Their team logos are included and the rosters can be filled from a list of free agents.

Six modes of play include: exhibition, season, playoffs, home run derby, all-star, and practice.

NTSC Rarity: 1

Triple Play 99

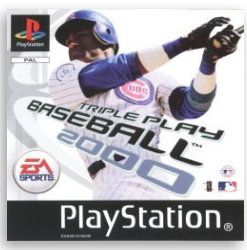
6.4

Developer	EA Sports
Publisher	EA Sports
Release date	(us) March 10, 1998
Genre	Sports
Players	1-8 Players

Triple Play 99 features rosters current from January 15, 1998 and stats from the 1997 season. The game has all 30 Major League Baseball teams including the newly added Arizona Diamondbacks and Tampa Bay Devil Rays. Triple Play 99 adds 3D hardware support, a career mode, a manager mode and a league-wide draft.

Injuries are also included in TP99.

NTSC Rarity: 1



Triple Play 2000

6.8

Developer	EA Sports
Publisher	EA Sports
Release date	(us) March 24, 1999 (eu) May 7, 1999
Genre	Sports
Players	1-2 Players

Triple Play 2000 is the only game of the Triple Play series released for the Nintendo 64. It features the 1999 rosters, and 1998 stats which included Sammy Sosa's 66 HR and Mark McGwire's 70 home runs.

Players can play single matches, a full season, the playoffs, or an all-out action Home Run Derby.

NTSC Rarity: 1
PAL Rarity: 2

6.1

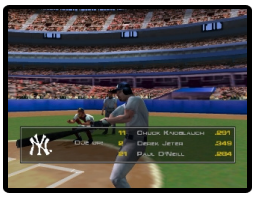
NTSC Rarity: 1

Triple Play 2001

Developer EA Sports
Publisher EA Sports
Release date (us) March 14, 2000
Genre Sports
Players 1-2 Players

As in previous versions, all the major league teams and their players are present along along with all 30 big league parks, each recreated using real-time lighting and enhanced sounds.

EA secured exclusive rights to the 500 Home Run Club, which include players like Babe Ruth, Willie Mays, and Hank Aaron, among others. In addition, EA has exclusive rights to the MLBPA Big League Challenge.



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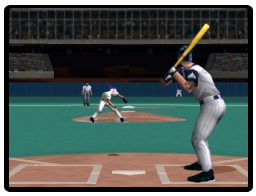


NTSC Rarity: 1

Triple Play Baseball

Developer EA Sports
Publisher EA Sports
Release date (eu) February 27, 2001
Genre Sports
Players 1-2 Players

This edition was released in 2001 and would have been called Triple Play 2002 if they had not dropped the year off the title.

Like previous editions players can pick from any of the teams in the National League or American League. Mostly little has changed with this edition except for a world tournament that has been added. Players have to win the World Series however to see this option.

4.6

PAL Rarity: 3

Truck Racing

Developer Kung Fu
Publisher Midas Interactive
Release date (eu) December 13, 2002
Genre Racing
Players 1 Player

Truck Racing puts the player in the role of a truck driver and allow him to compete in 8 different circuits.

The game features 3D graphics and two different camera angles: first and third-person.

Truck Rally

3.0

PAL Rarity: 3

Developer	Phoenix Games
Publisher	Phoenix Games
Release date	(eu) August 9, 2004
Genre	Racing
Players	1 Player

Truck Rally puts the player in the role of a truck rally driver and allow him to compete in 6 different circuits: Salo Stadium, Snouten Speedway, Grand Mountain, Elsham Speedway, Lagarda Raceway and Green Valley.

The game features 3D graphics and two different camera angles: first and third-person.

True Pinball

6.8

NTSC Rarity: 7
PAL Rarity: 3

Developer	Digital Illusions CE AB
Publisher	Ocean
Release date	(us) June 24, 1996 (eu) May 1, 1996
Genre	Pinball
Players	1-8 Players

True Pinball is the console version of Pinball Illusions. The game comes with four different tables: Law N' Justice, Babewatch, Extreme Sports and Vikings.

Features include different music relating to the theme of each table, authentic sound effects and speech, plus up to six balls in play at once.

Tunnel B1

5.0

NTSC Rarity: 2
PAL Rarity: 1

Developer	Neon
Publisher	Acclaim, Ocean
Release date	(us) October 31, 1996 (eu) October, 1996
Genre	First-person shooter
Players	1 Player

NEON Software began by working on a game which alternated between segments in a hovercraft and segments in a helicopter, both running on the same game engine. Publisher Ocean Software felt the two play styles did not work well together and suggested that they split them into two separate games. The helicopter segments became Viper, while the hovercraft segments became Tunnel B1.

6.1

NTSC Rarity: 3
PAL Rarity: 1

Turbo Prop Racing

Developer SCE Studio Soho
Publisher SCE
Release date (us) June 30, 1998
(eu) October, 1997
Genre Racing
Players 1-2 Players

Rapid Racer (Turbo Prop Racing in North America) is a racing video game released exclusively for the PlayStation. In the game, the player takes control of a motorboat and races around six different courses.

The game's soundtrack was composed by Apollo 440 in the UK and by Loudmouth elsewhere.

7.0

NTSC Rarity: 2
PAL Rarity: 3

Turnabout

Developer Artdink
Publisher Natsume
Release date (us) May 1, 2003
(eu) February, 2004
Genre Puzzle
Players 1 Player

Turnabout consists of 100 levels, but the player can only access them in groups of ten, requiring most of the levels to be completed to reach the next ten.

In the game, players rotate the entire puzzle while the pieces move within its borders, sliding and rolling into mind-numbing configurations and patterns.

1.6

PAL Rarity: 1

Tunguska: Legend Of Faith

Developer Exortus
Publisher Take-Two Interactive
Release date (eu) October 27, 2000
Genre Action-adventure
Players 1 Player

Tunguska is a 3D action game in which one play Jack Riley, an inter-dimensional traveler. The main objective is to decode the secret of the Castle of the Order of Tunguska, where he finds himself after he's accidentally caught by the 'powers of darkness'.

The game involves tactical real-time fighting, as well as a limited amount of puzzle-solving.

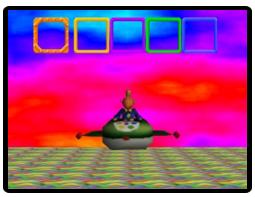
Tweenies: Game Time

Developer	BBC Multimedia
Publisher	BBC Multimedia
Release date	(eu) March 30, 2001
Genre	Edutainment
Players	1 Player

Tweenies: Game Time is the first video game based on the kids TV series Tweenies.

The game is a collection of different mini games and features: Jake's Dot World, Fizz's Disco, Milo's Space Race, and Bella's Fairy Castle.

2.3



PAL Rarity: 2

Twisted Metal

Developer	SingleTrac
Publisher	SCE
Release date	(us) November 5, 1995 (eu) January 16, 1996
Genre	Vehicular combat
Players	1-2 Players

The plot of Twisted Metal is centered on the titular competition in which various drivers in modified vehicles must destroy the other vehicles in an attempt to be the last one alive. The winner meets the organizer of the competition, who will grant the winner a single wish, regardless of price, size or even reality.

The game received mixed to positive reviews from critics.

7.2

NTSC Rarity: 1

Twisted Metal 2

Developer	SingleTrac
Publisher	SCE
Release date	(us) October 31, 1996 (eu) February, 1997
Genre	Vehicular combat
Players	1-2 Players

Twisted Metal 2 is the second and most successful game in the vehicular combat series, Twisted Metal.

The game features 12 pre-selectable characters with two hidden vehicles waiting in the wings. Among the new combatants are Axel, Mr. Slam, and Outlaw 2.

8.1

NTSC Rarity: 1
PAL Rarity: 3

6.7

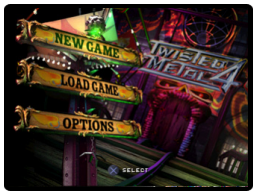
NTSC Rarity: 1
PAL Rarity: 3

Twisted Metal III

Developer 989 Studios
Publisher 989 Studios
Release date (us) November 11, 1998
Genre Vehicular combat
Players 1-4 Players

After a contractual dispute with the developer of the first two games in the series, SingleTrac, Twisted Metal development duties were handed over to Sony's in-house development team, 989 Studios. In development of Twisted Metal III, the source code and physics engine for Twisted Metal 2 weren't available because they were property of SingleTrac. Therefore, new ones had to be created from scratch instead. The new source code introduced advanced physics simulation and A.I. techniques to the series.

6.9



NTSC Rarity: 1

Twisted Metal 4

Developer 989 Studios
Publisher 989 Studios
Release date (us) October 31, 1999
Genre Vehicular combat
Players 1-4 Players

Twisted Metal 4 is the fourth installment in the Twisted Metal series and the second and last installment to be developed by 989 Studios. The game's plot centers on Sweet Tooth, the long-time mascot of the titular Twisted Metal competition, overthrowing Calypso, the mysterious organizer of the competition, in a coup d'état. He then takes over the mantle of granting the winner of the competition a single wish, regardless of price, size or even reality.

6.8

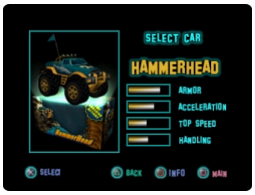
NTSC Rarity: 2

Twisted Metal: Small Brawl

Developer Incog Inc. Entertainment
Publisher SCEA
Release date (us) November 26, 2001
Genre Vehicular combat
Players 1-2 Players

Small Brawl, the sixth installment in the Twisted Metal series, steps in a different direction from other Twisted Metal games, with all the characters from them represented as children at school getting bullied by Calypso, who wants them to enter his contest and win a ultimate prize.

The player takes control of one of twelve unique remote control vehicles.



Tyco RC: Assault With a Battery

6.1

Developer	Lucky Chicken Games
Publisher	Mattel Interactive
Release date	(us) September 19, 2000
Genre	Racing
Players	1-2 Players

Tyco RC: Assault With a Battery was based on the Tyco Toys R/C brand radio-controlled cars and features, and hence has titles from real R/C cars by Tyco.

It received some acclaim from online game review sources, but was lost at retail during Mattel's exit of the Video Games business as a result of their failed acquisition of The Learning Company.

NTSC Rarity: 2

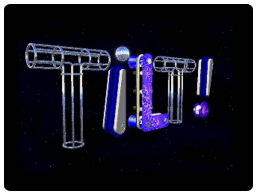
Tilt!

7.0

Developer	NMS Software
Publisher	Virgin Interactive
Release date	(eu) January 20, 1997
Genre	Pinball
Players	1-4 Players

Tilt! has six pinballs boards one can play in 3D full screen-modus or in the classic 2D scroll-modus. The themes of the boards are: Science Fiction (Star Quest), Horror (Monster), Racing (Road King), Underworld (Gangster), Fantasy (Myst & Majik) and Fair (Funfair).

Every board has multi-ball gaming, animations during the game and intermezzos in the scoring field.



PAL Rarity: 2

5.8

PAL Rarity: 2

Ubik

Developer Smart Dog
Publisher Cryo Interactive Entertainment
Release date (eu) October 27, 2000
Genre Strategy
Players 1 Player

The game is based on the novel UBIK by Philip K. Dick. The player controls the main character from the book, called Joe Chip.

The player lead, train and equip a squad of selected individuals through 3D-realtime rendered maps, where the player sometimes can interact with the environment or talk to some individuals. Connecting those missions are many rendered cinematic cut-scenes.

7.0

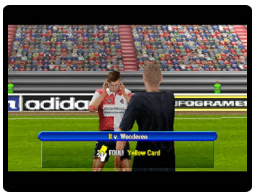
PAL Rarity: 1

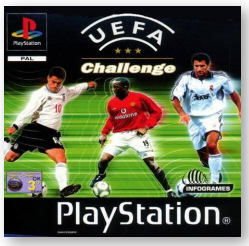
UEFA Challenge

Developer Infogrames
Publisher Infogrames
Release date (eu) April 13, 2001
Genre Sports
Players 1-4 Players

UEFA Challenge is under an authorised UEFA licence. There are more than 125 National and Club teams for the player to choose from, including Manchester United, Real Madrid, Arsenal, Juventus, and Chelsea.

The player can play in 30 difeerents stadiums like the Santiago Bernabueu, Anfield, among other.





5.8

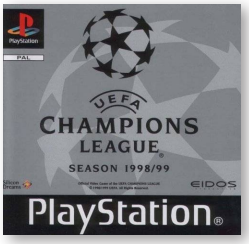
PAL Rarity: 1

UEFA Champions League 98/99

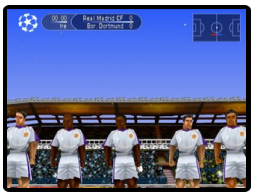
Developer Silicon Dreams
Publisher Eidos Interactive
Release date (eu) March 26, 1999
Genre Sports
Players 1-4 Players

UEFA Champions League 1998-1999 is a soccer simulation featuring the current team line-ups in this prestigious European club competition. There are 32 clubs included.

Game options include full season, exhibition matches, scenario and a multi-player option. In scenario mode players can replay any of the finals in the competition's history from 1970 onwards.



UEFA Champions League 99/00



Developer	Silicon Dreams
Publisher	Eidos Interactive
Release date	(eu) March 24, 2000
Genre	Sports
Players	1-8 Players

UEFA Champions League Season 1999/2000 is a soccer sim featuring the 1999/2000 season team line-ups in this prestigious European club competition. There are 32 clubs included.

A notable inclusion is the custom tournament mode that allows the player to define his/her own tournament perimeters and fixtures.

5.6

PAL Rarity: 1

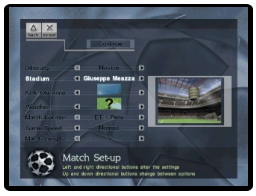
UEFA Champions League 00/01

Developer	Silicon Dreams
Publisher	Take-Two
Release date	(eu) November 3, 2000
Genre	Sports
Players	1-8 Players

UEFA Champions League Season 2000/2001 has the official UEFA license for the 2000/2001 season. It includes all the 32 official teams of that season, plus all champions since the sixties and some custom for more than eighty teams total.

Interesting options in the game is to have teams play of earlier incarnations of themselves or arrange a cup between all UEFA Champions League winners.

6.0



PAL Rarity: 1

Ultimate Brain Games

Developer	Cosmigo
Publisher	Telegames
Release date	(us) November 10, 2003 (eu) November 14, 2003
Genre	Board game
Players	1-2 Players

Ultimate Brain Games features eight different board games: Chess, Checkers, Backgammon, Dominoes, Reversi, Sink Ships (Battleship), Four-in-a-row (Connect Four), and Shanghai (Mahjong solitaire).

A variety of computer opponent characters offer competition.

5.0

NTSC Rarity: 2
PAL Rarity: 3

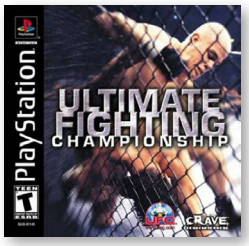
2.4

NTSC Rarity: 1
PAL Rarity: 2

Ultimate Fighting Championship

Developer	Opus Corp
Publisher	Crave Entertainment, (eu) UBI Soft
Release date	(us) November 15, 2001 (eu) November 15, 2001
Genre	Fighting
Players	1-2 Players

Ultimate Fighting Championship is based on the no-holds-barred martial art tournament of the same name. The game is a 3D fighting game that tries to simulate the experience of a real mixed martial arts fight. Players can choose from a selection of established UFC fighters, or create their own fighter through the Career Mode.



7.8

NTSC Rarity: 1
PAL Rarity: 2

UmJammer Lammy

Developer	NaNaOn-Sha
Publisher	SCE
Release date	(us) August 17, 1999 (eu) November 1, 1999
Genre	Music
Players	1-2 Players

UmJammer Lammy is a follow up to 1996's PaRappa the Rapper, once again featuring the collaboration of music producer and game designer Masaya Matsuura and artist Rodney Alan Greenblat.

Several changes were made for the game's North American release, which are not found in the Japanese and PAL versions of the game. The Hell stage was changed among other things.

7.6

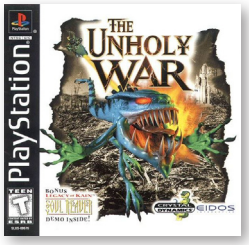
NTSC Rarity: 1
PAL Rarity: 2

The Unholy War

Developer	Toys For Bob
Publisher	Eidos Interactive, (eu) Crystal Dynamics
Release date	(us) September 30, 1998 (eu) September, 1998
Genre	Fighting
Players	1-2 Players

The Unholy War is a fighting game in which characters fight in a 3D environment using mêlée and projectile attacks. The game features two modes: Mayhem Mode, in which the player fights other characters in one-on-one battles; and Strategy Mode, in which the player fights campaigns on various battlefields.

The game came with a demo of Legacy of Kain: Soul Reaver.



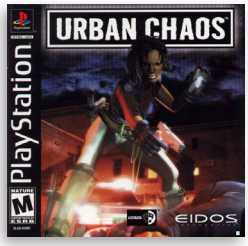
Uprising X

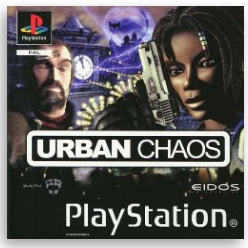
6.8

Developer Cyclone
Publisher 3DO
Release date (us) December 15, 1998
Genre Action
Players 1-2 Players

Uprising X is a PlayStation-exclusive entry in Cyclone Studios' series of tank simulators, combining the gameplay of real time strategy games with first-person combat. The player controls a tank named "Wraith" with both analog sticks, using the left one to aim and the right stick for movement. The minimal plot is developed through mission briefings and cutscenes, telling the struggle between a rebel faction against imperial forces for the dominance of planets.

NTSC Rarity: 1





Urban Chaos

6.5

Developer Mucky Foot Productions
Publisher Eidos Interactive
Release date (us) March 31, 2000
(eu) April 15, 2000
Genre Action-adventure
Players 1 Player

The story begins with D'arci Stern, the protagonist, joining the Union City Police Department. Much of her time is spent dealing with the Wildcats, a gang that is getting increasingly bold in their criminal activity.

The game is set in a largely free-roaming maps. It also utilized a rather complex fighting system, and the ability to arrest enemies.

NTSC Rarity: 1
PAL Rarity: 1

USA Racer

4.7

Developer Davilex
Publisher Davilex
Release date (eu) April 11, 2002
Genre Racing
Players 1 Player

USA Racer is an arcade-style racing game that contains 11 tracks in different locations across the US. The tracks contain obstacles and jumps. Enemies will try to push other cars off the road, and the police also make an appearance. Scattered around the tracks are power-ups that repair the car, provide boost or cash. The money can be used to upgrade the car, repair it or buy boost prior to the race.

PAL Rarity: 2

7.4

PAL Rarity: 2

V-Ball: Beach Volley Heroes

Developer American Technos, Avit
Publisher Funsoft
Release date (eu) August 1, 1998
Genre Sports
Players 1-2 Players

V-Ball: Beach Volley Heroes is the sequel to the NES game Super Spike V'Ball, an arcade style game.

There are several teams to choose from, such as Soldiers, Ninjas, Soccer players and so on, and each of them has got its own moves and special effects. The game has a Tournament mode, and a Player-vs-player mode.

4.6

NTSC Rarity: 7
PAL Rarity: 3

V-Tennis

Developer Tonkin House
Publisher Acclaim
Release date (us) June 1, 1997
(eu) June 15, 1997
Genre Sports
Players 1-2 Players

V-Tennis features texture-mapped polygon players and nine different camera views, with the ability to edit the view.

Players can select from 16 players (eight males and eight females), four court surfaces, seven different court locations and nine different ball colors. Game modes include Doubles, Singles, and both Men's and Women's Tournaments.

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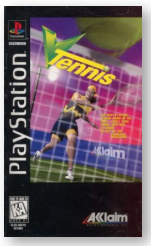
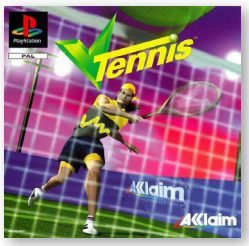




6.6

PAL Rarity: 1

V2000

Developer Frontier Developments
Publisher Grolier Interactive
Release date (eu) October 15, 1998
Genre Shooter
Players 1 Player

V2000 is a sequel to the 1987 game Virus.

The game is a 3D shooter where the usual mission objectives are to destroy mutated creatures and the hives, rescue local inhabitants, while "beaming up" weapon upgrades along the way. Players are then awarded "trophies" for each world saved or if it is saved quickly. These trophies allow the player to receive new ships.

Vagrant Story

8.2

Developer	Square
Publisher	Square
Release date	(us) May 17, 2000 (eu) June 23, 2000
Genre	Action role-playing game
Players	1 Player

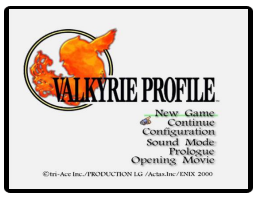
The story centers on an elite agent, who must investigate the link between a cult leader and a senior Parliament member.

Vagrant Story is unique as a console action/adventure role-playing game in that it features no shops and no player interaction with other characters; instead, the game focuses on weapon creation and modification, as well as elements of puzzle-solving and strategy.

NTSC Rarity: 1
PAL Rarity: 2

Valkyrie Profile

8.7



Developer	tri-Ace
Publisher	Enix
Release date	(us) August 23, 2000
Genre	Role-playing game
Players	1 Player

Valkyrie Profile draws heavily from Norse mythology, though it takes artistic liberty with the source material and does deviate from it significantly.

Dungeon exploration plays more like a platform game than a traditional RPG, with Lenneth Valkyrie the only visible character and capable of jumping, sliding, swinging her sword, and shooting ice crystals. Upon contact with an unfrozen enemy, an RPG-style battle begins.

NTSC Rarity: 3

Vampire Hunter D

6.1

Developer	Victor Interactive Software
Publisher	Jaleco, (eu) JVC
Release date	(us) September 25, 2000 (eu) March 31, 2000
Genre	Survival horror
Players	1 Player

Vampire Hunter D is a based on the novels and anime of the same name. Along with Countdown Vampires, it is one of the few survival horror games to revolve around vampires. The gameplay is similar to the earlier games in the Resident Evil series; because characters are fully polygonal, whereas the backgrounds are pre-rendered. The story of the game is similar to that of the second movie, Vampire Hunter D: Bloodlust.

NTSC Rarity: 3
PAL Rarity: 3

7.6

NTSC Rarity: 5

Vanark

Developer	Asmik Ace Enterainment
Publisher	Jaleco Entertainment
Release date	(us) March 31, 2000
Genre	Shooter
Players	1 Player

Vanark is a 3D action game which plays mostly as a rail-shooter. Players fly aboard a Vanark fighter in a fixed path on several missions controlling the guns and missiles and trying to defeat all the waves of enemy ships and creatures that approach. Every now and then the player also get to play free-flight stages in deep space where one have full control of the ship, turning the game into a more traditional 3rd-person space sim.

7.7

NTSC Rarity: 1
PAL Rarity: 2

Vandal Hearts

Developer	Konami
Publisher	Konami
Release date	(us) March 27, 1997 (eu) June 1, 1997
Genre	Tactical role-playing game
Players	1 Player

Vandal Hearts was among the first role-playing video games to be released for the 32-bit systems, and garnered a small cult following.

Battles are carried out on a series of grid maps made up of squares, which may include different heights such as steps and walls and squares not accessible like water, trees and buildings.

7.5

NTSC Rarity: 3
PAL Rarity: 3

Vandal Hearts II

Developer	Konami
Publisher	Konami
Release date	(us) November 30, 1999 (eu) June 30, 2000
Genre	Tactical role-playing game
Players	1 Player

Vandal Hearts II boasts over 120 different weapon and armour combinations and the game features non-set classes unlike many other RPGs. Warriors can be changed to Healers without any penalties. This is achieved through the armour and weapon systems, skills must be learned through equipping weapons and earning enough points to master them, while armour determines the characters hit points, magic points, and movement rates.

Vanguard Bandits

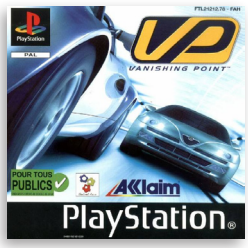
7.7

Developer	Human Entertainment
Publisher	Working Designs
Release date	(us) June 28, 2000
Genre	Tactical role-playing game
Players	1 Player

Vanguard Bandits is a support-centric strategy RPG featuring tactical combat in a medieval fantasy world in which knights and soldiers pilot mecha.

The player progresses through a total of 20 missions in one of three different story lines. Different battles and events happen based on the choices of the character within certain story scenes between battles, a character's level, or the morale of the group.

NTSC Rarity: 5



Vanishing Point

7.0

Developer	Clockwork Games
Publisher	Acclaim Entertainment
Release date	(us) February 5, 2001 (eu) March 9, 2001
Genre	Racing
Players	1-2 Players

The game is provided with peculiar car physics, which can be experienced through various game modes, tracks and cars. Starting with Ford Explorer and Ford Mustand Cobra, the player will then conquer almost all the game content through championships.

Vanishing Point received mixed to positive reviews.

NTSC Rarity: 1
PAL Rarity: 1

Vegas Casino

3.6

Developer	Coconuts Japan
Publisher	Midas Interactive
Release date	(eu) September 1, 2000
Genre	Casino
Players	1-4 Players

Vegas Casino, known as Super Casino Special in Japan, is a gambling game with 2 main modes: Ranking and free mode. In ranking mode the player can choose between 10 different characters and put himself a money target that he have to reach to win the game. In free mode the player can play any of the gambling games.

PAL Rarity: 1

5.0

NTSC Rarity: 5
PAL Rarity: 3

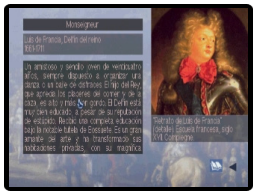
Vegas Games 2000

Developer New World Computing
Publisher 3DO
Release date (us) September 28, 1999
(eu) January 25, 2000
Genre Casino
Players 1-4 Players

Midnight in Vegas, known as Vegas Games 2000 in North America, features seven casino games: Black Jack, Craps, Poker, Video Poker, Roulette, Baccarat and Slot Machine.

The game supports the Dual Shock Analog Controller by giving a little jolt after pulling a slot machine's lever, dropping coins into a slot, and shaking the dice before a roll.

4.7



PAL Rarity: 2

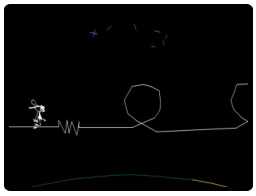
Versailles: A Game of Intrigue

Developer Cryo Interactive Entertainment
Publisher Cryo Interactive Entertainment, Canal + Multimedia
Release date (eu) April 14, 1998
Genre Adventure
Players 1 Player

Versailles is set in 1685, and Louis XIV rules the Kingdom of France from a magnificient palace called Versailles. Someone wants to destroy Versailles, and the player, as a security guard, must stop him.

The game is made with Omni-3D technology, which allows the player to turn in 360 degrees.

8.0



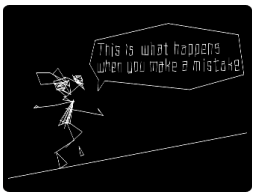
PAL Rarity: 2

Vib-Ribbon

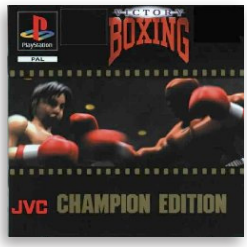
Developer NanaOn-Sha
Publisher SCEE
Release date (eu) September 1, 2000
Genre Music, Platformer
Players 1 Player

Vib-Ribbon was unique in that the software loaded into RAM, letting the player use any music CD to play against; the game could generate a unique level from any track. The graphics for Vib-Ribbon are simple, consisting of straight, white vector lines forming crude, angular drawings of the level and the character, a female rabbit named Vibri.

The game was initially an advertisement for the Mercedes-Benz A-Class car.



Victory Boxing Championship Edition



6.5

Developer	Victor Interactive Software
Publisher	JVC Digital Studios
Release date	(eu) December 10, 1996
Genre	Sports
Players	1-2 Players

In Victory Boxing Champion Edition players can create and develop their own fighter, male or female, who will need to climb the ranks in one of six weight divisions. As one progress, the fighter's skills, such as power, speed, and stamina, will increase. The trainer Snake will provide tips on how to improve. Once the current champion is defeated two new characters will become playable in the two-player mode: Snake and a hidden character.

PAL Rarity: 1

Viewpoint

7.5

Developer	Visual Concepts
Publisher	Electronic Arts
Release date	(us) November 28, 1995 (eu) June 27, 1996
Genre	Shooter
Players	1 Player

Viewpoint is an arcade isometric shooter, first released in 1992 by SNK for the Neo-Geo arcade platform. The game has a top-down orthographic perspective game in the tradition of Zaxxon. The PlayStation version feature 3D rendered graphics with texture maps, unlike the other versions which primarily feature shaded polygons.

NTSC Rarity: 7
PAL Rarity: 2

Vigilante 8

7.3

Developer	Luxoflux
Publisher	Activision
Release date	(us) June 4, 1998 (eu) June 26, 1998
Genre	Vehicular combat
Players	1-2 Players

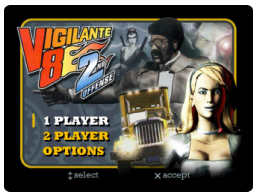
Vigilante 8 is a spinoff of the PC game Interstate '76, featuring several of its theme concepts, like auto-vigilantes, 1970 setting, and specific fictional vehicle companies.

A commercial for the N64 version was produced, featuring a severely damaged school bus picking up students. The advertisement was withdrawn following the Columbine massacre.

NTSC Rarity: 1
PAL Rarity: 2

Vigilante 8: Second Offense

7.6



NTSC Rarity: 1
PAL Rarity: 2

Developer	Luxoflux
Publisher	Activision
Release date	(us) October 31, 1999 (eu) December 31, 1999
Genre	Vehicular combat
Players	1-2 Players

Vigilante 8: 2nd Offense is set in September 1977, two years after the events of Vigilante 8.

As in Vigilante 8, players will control a vehicle and eliminate all other vehicles in the arena with the use of weapons and upgrades. The player can choose to play through a story mode, Quest Mode, or play with an assorted number of bots in Arcade mode.

V.I.P.

2.6

NTSC Rarity: 1
PAL Rarity: 2

Developer	Kalisto Entertainment
Publisher	UBI Soft
Release date	(us) November 10, 2001 (eu) November 23, 2001
Genre	Action
Players	1 Player

The game is based on the television series starring Pamela Anderson, V.I.P.. The game offers a mixture of first-person shooting and rhythm combat. Fighting sequences are controlled differently than in traditional fighting games, as players perform combination attacks by inputting a series of onscreen commands. If the sequence is entered within the time frame, the character will carry out the moves and damage the enemy.

Viper

6.5

PAL Rarity: 2

Developer	X-ample
Publisher	Ocean
Release date	(eu) July 15, 1998
Genre	Shooter
Players	1 Player

Viper is a fast-paced non-stop shoot ‘em up action game. Players fly through the levels with a chopper on a pre-set route with only a few junctions where one may choose the path to go; the entire screen will be filled with bullets and explosions. Several add-on weapons may be picked up to improve the firepower.

Virtual Golf

5.8

Developer	Core Design
Publisher	Core Design
Release date	(eu) September 27, 1996
Genre	Sports
Players	1-4 Players

Virtual Golf offer players to win in the Scottish Open on Championship Golf Courses, including The Bowery, Kilmarney, Penperro, and Carnoustie. There are several players in the game, who can rise during the playing. Players can choose, edit or create one of them. Choosing a club, striking a ball, and counting turns, one have to beat your opponents, taking into account wind and height of landscape.

PAL Rarity: 2

Virtual Kasparov

6.0

Developer	Titus Software
Publisher	Titus Software, (eu) Virgin Interactive
Release date	(us) August 15, 2001 (eu) April 27, 2001
Genre	Board game
Players	1-2 Players

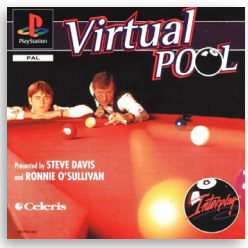
Virtual Kasparov is a chess game with thirty-one opponents of varying difficulty to face in a story mode. Victory over this multicultural group of chess players will lead to Garry Kasparov himself.

Various styles of boards are included along with several 3D boards.

NTSC Rarity: 4
PAL Rarity: 2

Virtual Pool

5.1



Developer	Celeris
Publisher	Interplay
Release date	(us) February 28, 1997 (eu) May 10, 1997
Genre	Sports
Players	1-2 Players

Played from a 360-degree rotational 3D viewpoint, Virtual Pool gives players the ability to walk around the table to check out their next shot and take a closer look at ball positions. Players can zoom around the table, look left or right, and even check out an overhead view from above.

The game features a few different pool games including 8-Ball, 9-Ball, Straight Pool, and Rotation

NTSC Rarity: 1
PAL Rarity: 2

5.0

NTSC Rarity: 3

Virtual Pool 3

Developer Celeris
Publisher XS Games
Release date (us) August 11, 2003
Genre Sports
Players 1-2 Players

Virtual Pool 3 offers numerous game modes from which to choose, including a career mode that allows players to begin as a local player and move up through six stages on the proverbial success ladder. Players can also play head-to-head against Jeanette Lee, adjust camera angles, set up shots, play in a tournament with 4, 8, 16 or 32 players and choose from 9-ball, 8-ball, straight pool and several other game configurations.

2.9

PAL Rarity: 1

Virus

Developer Cryo Interactive
Publisher Cryo Interactive
Release date (eu) June 25, 1999
Genre Survival Horror
Players 1 Player

Virus: It Is Aware is a loose spin-off of the 1999 horror film Virus, and also the Dark Horse comic which the film is based on.

In this survival horror game, the player controls the female police officer Joan, who, along with her partner Sutter, investigates numerous murders of the hotel's inhabitants, only to discover that an alien electronic virus uses mechanical items to create robots, who in turn are built into the human corpses, creating zombie-type cyborgs.

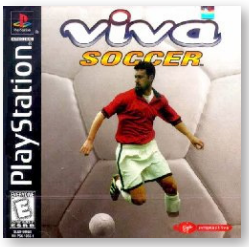
7.0

NTSC Rarity: 4
PAL Rarity: 1

Viva Football

Developer Crimson
Publisher Virgin Interactive
Release date (us) September 1, 1999
(eu) September 15, 1998
Genre Sports
Players 1-4 Players

Viva Soccer is the first game to allow players to take part and rewrite history in all Football World Cups, including the qualifying stage, from 1958 until 1998. Players must deal with players retiring, new talent emerging and the geopolitical changes of the 90s as the Iron Curtain opens and several new national teams emerge.



VMX Racing

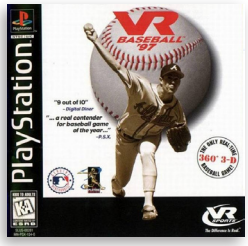
6.2

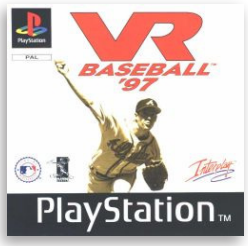
Developer	Studio e
Publisher	Playmates Interactive Entertainment, (eu) Funsoft
Release date	(us) June 30, 1997 (eu) December 31, 1997
Genre	Racing
Players	1-2 Players

VMX Racing is a motocross game, featuring eight 125cc and 250cc bikes.

Players earn points by performing an assortment of stunts or by achieving a first-place finish. The game also includes head-to-head racing against another player on either a horizontal or vertical split-screen display.

NTSC Rarity: 2
PAL Rarity: 2





VR Baseball '97

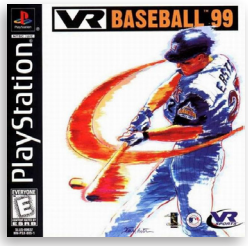
3.6

Developer	VR Sports
Publisher	Interplay
Release date	(us) October 31, 1997 (eu) September 10, 1997
Genre	Sports
Players	1-2 Players

VR Baseball '97 prides itself on being the first fully 3D baseball game. The game comes with a Major League Baseball license and thus features over 700 Major League Baseball players, 28 official stadiums, and all the statistics from the 1997 season.

Game modes include Exhibition Game and Home Run Derby. Both can be played in multi-player mode.

NTSC Rarity: 1
PAL Rarity: 2



VR Baseball '99

8.0

Developer	VR Sports
Publisher	Interplay
Release date	(us) March 1, 1998 (eu) August 1, 1998
Genre	Sports
Players	1-2 Players

VR Baseball 99 contains all 30 major league baseball teams and stadiums. Each team consists of the 1998 opening day rosters.

Play modes include exhibition, season, and home run derby. Options include: three difficulty settings, pitch speed, arcade or simulation hitting, fielding assistance, # of innings, DH, errors, injuries, and game time (day, night, dusk, overcast, or random).

NTSC Rarity: 2
PAL Rarity: 2

4.7

NTSC Rarity: 3
PAL Rarity: 1

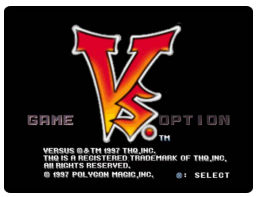
VR Sports Powerboat Racing

Developer	Promethean Designs
Publisher	Interplay
Release date	(us) March 10, 1998
	(eu) March 10, 1998
Genre	Racing
Players	1-2 Players

VR Sports Powerboat Racing represents an arcade-style approach to powerboat racing. Races take place on enclosed circular waterways in easily recognizable locations around the world.

The tracks are equipped with shortcuts and lots of animated background objects to enhance the racing action.

6.5



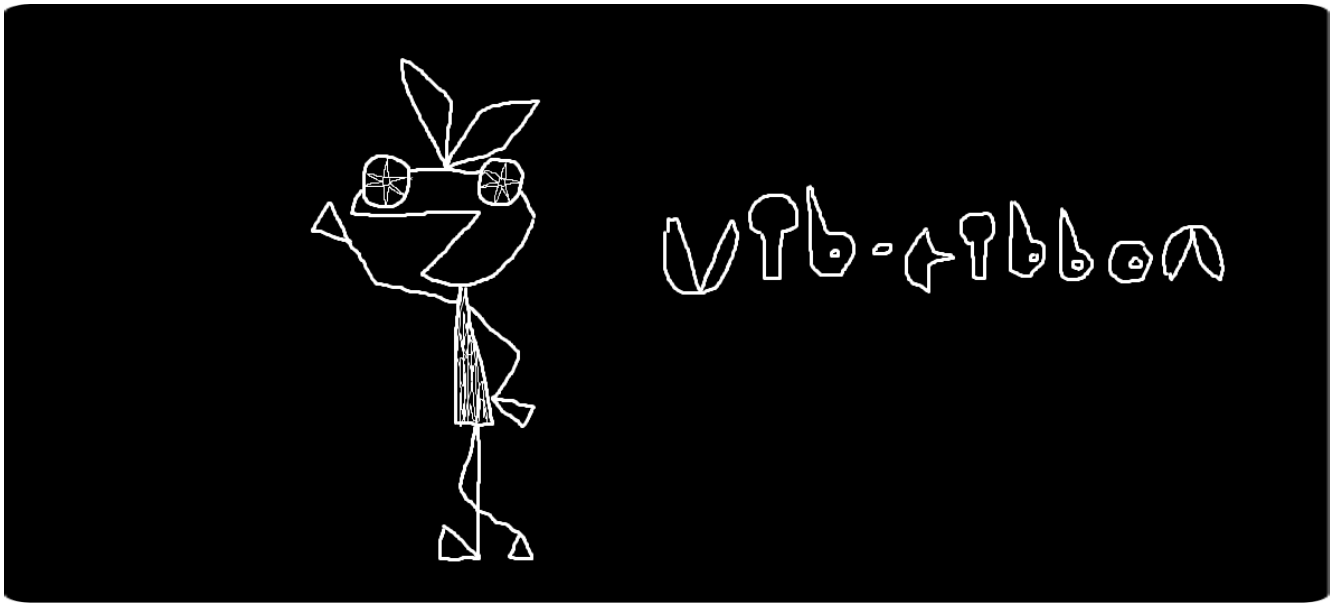
NTSC Rarity: 5
PAL Rarity: 2

Vs.

Developer	PolygonMagic
Publisher	THQ
Release date	(us) November 30, 1997
	(eu) June 12, 1998
Genre	Fighting
Players	1-2 Players

Vs. feature twenty 3D polygonal fighters, including four bosses. Each fighter is a member of one of four different gangs whose turf must be protected: Streets, Beach, Campus and the Hood. Vs. is notable for its 60 frames per second action and lack of a jump button.

Game modes include One or Two-Player Versus, and One or Two-Player Rumble.



Wacky Races

Developer Appaloosa Interactive
Publisher Infogrames
Release date (eu) October 19, 2000
Genre Racing
Players 1-2 Players

Wacky Races is based on the Hanna-Barbera animated television series, first released in 1968, which in turn is based on the 1965 film The Great Race.

The game sticks rigidly to the format of the cartoon where players are encouraged to win the race using any means necessary. To assist in this task an on screen Wackymeter has three empty spaces to be filled by collecting various colored wings scattered around the track.

6.9

PAL Rarity: 3

Walt Disney World Quest: Magical Racing Tour

Developer Crystal Dynamics
Publisher Eidos Interactive, Disney Interactive
Release date (us) March 23, 2000
(eu) June 23, 2000
Genre Racing
Players 1-2 Players

Walt Disney World Quest: Magical Racing Tour is a racing game based on attractions at the Walt Disney World Resort. Players compete in races on tracks inspired by attractions such as the Haunted Mansion, Pirates of the Caribbean, Space Mountain and Big Thunder Mountain Railroad to acquire missing parts for the park's fireworks machine.

7.7

NTSC Rarity: 1

Warcraft 2: The Dark Saga

Developer Climax Group
Publisher Electronic Arts
Release date (us) August 12, 1997
(eu) September 15, 1997
Genre Strategy
Players 1 Player

Warcraft II: Tides of Darkness is a fantasy-themed real-time strategy game originally developed by Blizzard Entertainment and released for DOS in 1995.

In the game players must collect resources, and produce buildings and units in order to defeat an opponent in combat on the ground, in the air and in some maps at sea.

7.1

NTSC Rarity: 5
PAL Rarity: 2

WarGames: Defcon 1

7.8

NTSC Rarity: 2
PAL Rarity: 2

Developer	Interactive Studios
Publisher	MGM Interactive
Release date	(us) June 30, 1998 (eu) May, 1998
Genre	Shooter
Players	1-2 Players

WarGames: Defcon 1 is loosely based on the movie WarGames. According to the game's cover box, the story takes place 20 years after the film: WOPR attempts to exterminate humanity and NORAD tries to stop it.

The player plays as NORAD or WOPR. During a mission the player takes control of a vehicle and can change the controls of any vehicle the team has.

War Gods

4.5

NTSC Rarity: 4
PAL Rarity: 2

Developer	Eurocom Developments
Publisher	Midway
Release date	(us) June 20, 1997 (eu) October 15, 1997
Genre	Fighting
Players	1-2 Players

War Gods plays similarly to Mortal Kombat 3, using an almost identical button layout of high/low punches and kicks. Players select a character and fight a series of opponents. The game also features combos which can be used through series of button presses. The game also has fatalities that are used to finish off opponents.

War Jetz

6.0

NTSC Rarity: 2
PAL Rarity: 1

Developer	3DO
Publisher	3DO
Release date	(us) June 28, 2001 (eu) May 31, 2001
Genre	Racing
Players	1-2 Players

War Jetz is the sequel to 3DO's World Destruction League: Thunder Tanks. The game is set in the same post-apocalyptic future as the first game.

While the series' first Thunder Tanks release focused on ground combat, WarJetz features combat high in the skies above. Players take to the air in modified fighter craft to do battle in 3D-rendered, destructible environments set all across the globe.

Warhammer: Dark Omen

6.1

Developer	Mindscape
Publisher	Electronic Arts
Release date	(us) April 7, 1998
	(eu) April 7, 1998
Genre	Strategy
Players	1 Player

Warhammer: Dark Omen is a real-time tactical wargame and the sequel to Warhammer: Shadow of the Horned Rat. Dark Omen is based on the Warhammer Fantasy Battle miniature tabletop wargame rules and situated in the Old World in the Warhammer Fantasy world and makes use of the vast background.

The gameplay is unit-oriented battlefield tactics with infantry, cavalry, and archer squads.

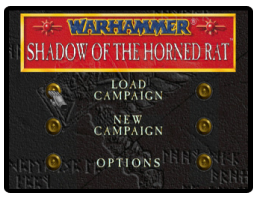
NTSC Rarity: 4
PAL Rarity: 2

Warhammer: Shadow of the Horned Rat

7.0

Developer	Games Workshop
Publisher	Strategic Simulations
Release date	(us) November 1, 1996
	(eu) December 15, 1996
Genre	Strategy
Players	1 Player

Warhammer: Shadow of the Horned Rat features medieval warfare and fantasy battles between military units at the squad and squadron level. Based on Games Workshop's Warhammer Fantasy Battle table-top figurine battle rules and set within the Warhammer Fantasy world, the storyline focuses on a mercenary general's quest to stop a Skaven plot.



NTSC Rarity: 3
PAL Rarity: 2

WarHawk

6.9

Developer	SingleTrac
Publisher	SCE
Release date	(us) November 10, 1995
	(eu) December, 1995
Genre	Shooter
Players	1 Player

Warhawk is a futuristic arcade-style flight-combat game built around a futuristic VTOL craft. The player maneuvers with 360 degrees of flight control through six unique levels. Weapons include fire-off lock-ons, rockets, multi-fire swarmers, and plasma cannons.

A version of the Warhawk craft itself was the final boss in Twisted Metal: Black.

NTSC Rarity: 3
PAL Rarity: 2

Warm Up!

6.4

PAL Rarity: 2

Developer	Lankhor
Publisher	Microids
Release date	(eu) February 9, 2001
Genre	Racing
Players	1-2 Players

Warm Up, the sequel of F1 World Grand Prix, is a Formula 1 game without the official license. The game comes with a simulation mode and a arcade mode.

The game features several camera views, and offers the possibility to fine-tune the car in simulation mode. However, it is focusing more on fun than on realism, and thus it is not the most accurate F1 simulation available for the system.

Warriors of Might and Magic

4.9

NTSC Rarity: 1
PAL Rarity: 1

Developer	3DO
Publisher	3DO
Release date	(us) February 7, 2001 (eu) April 6, 2001
Genre	Role-playing game
Players	1 Player

Warriors of Might and Magic is set in the Might and Magic universe. The game centers on the capture of a soldier named Alleron, who is accused of being a necromancer. From there he is thrown into the Pit of the Accused. If he survives, he is deemed innocent. He begins the game with a sword and shield fighting large insect creatures.

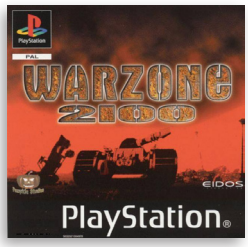
Warpath: Jurassic Park

6.2

NTSC Rarity: 3
PAL Rarity: 2

Developer	Black Ops Entertaiment
Publisher	Electronic Arts
Release date	(us) November 10, 1999 (eu) November 10, 1999
Genre	Fighting
Players	1-2 Players

Warpath: Jurassic Park, a spin-off of the movies Jurassic Park and The Lost World: Jurassic Park, is a fighting game. The player can choose a dinosaur to fight with against other dinosaurs. Each dinosaur has its own array of fighting techniques and style. Various arenas based on scenes from the movies are shown in the game, such as the T.Rex enclosure from Jurassic Park and the S.S. Venture deck from The Lost World.



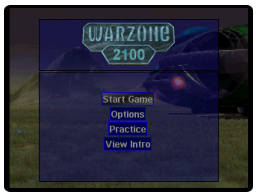
Warzone 2100

7.4

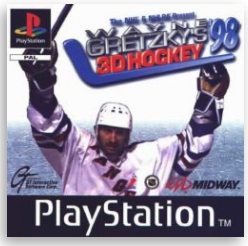
Developer	Pumpkin Studios
Publisher	Eidos Interactive
Release date	(us) June 25, 1999
	(eu) September 8, 2000
Genre	Strategy
Players	1 Player

In the late 21st century, the world's civilizations are wiped out by a series of nuclear strikes, seemingly caused by a massive malfunction of the new NASDA strategic defense system.

The game is a real-time strategy game where the player must plan, design and implement a number of factors in order to complete missions.



NTSC Rarity: 1
PAL Rarity: 1



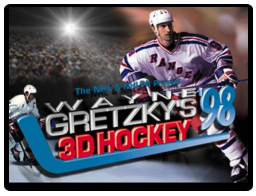
Wayne Gretzky's 3D Hockey '98

6.5

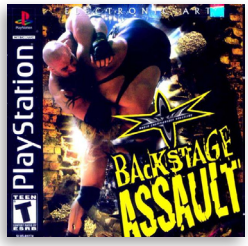
Developer	Software Creations
Publisher	Midway, (eu) GT Interactive
Release date	(us) October 1, 1998
	(eu) October 1, 1998
Genre	Sports
Players	1-4 Players

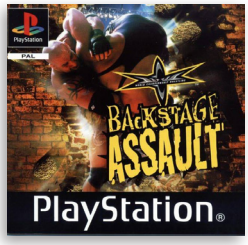
Wayne Gretzky's 3D Hockey '98 is endorsed by hockey star, Wayne Gretzky and is the sequel to Wayne Gretzky's 3D Hockey.

The game gained widespread criticism for several perceived shortcomings. The game was perceived to be crude and unfitting as a pure hockey simulator, leaving many enthusiasts disappointed, but many arcade fans delighted.



NTSC Rarity: 2
PAL Rarity: 2





WCW Backstage Assault

4.7

Developer	Kodiak Interactive Software Studios
Publisher	Electronic Arts
Release date	(us) October 31, 2000
	(eu) November 24, 2000
Genre	Sports
Players	1-2 Players

WCW Backstage Assault was the final World Championship Wrestling (WCW) game released as the World Wrestling Federation (WWF) purchased the company's assets three months later.

Backstage Assault is vastly different from other games of its genre. Previous wrestling games featured backstage areas locations. Backstage Assault took the concept further by removing the ring entirely and having all action take place backstage.

NTSC Rarity: 1
PAL Rarity: 1

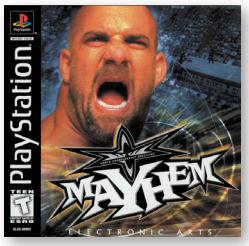
5.7

NTSC Rarity: 1
PAL Rarity: 1

WCW Mayhem

Developer Kodiak Interactive Software Studios
Publisher Electronic Arts
Release date (us) September 21, 1999
(eu) December 22, 1999
Genre Sports
Players 1-4 Players

WCW Mayhem shares its name with a World Championship Wrestling pay-per-view event. The game featured several firsts for a wrestling title. For instance, Mayhem was the first game to feature all twelve WCW pay-per-view venues as well as all three major WCW TV shows, Nitro, Thunder, and Saturday Night. Mayhem was also the first wrestling game released in the United States to include backstage areas



5.5

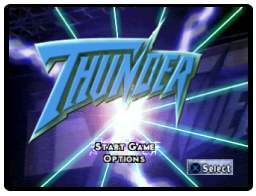
NTSC Rarity: 1
PAL Rarity: 1

WCW Nitro

Developer Inland Productions
Publisher THQ
Release date (us) November 16, 1998
(eu) June 19, 1998
Genre Sports
Players 1-2 Players

WCW Nitro is based on the professional wrestling TV show WCW Monday Nitro. There are initially 16 playable characters (each featuring a video introduction of themselves), with 48 others that can be unlocked, either by playing through the tournament mode with various wrestlers or by using a cheat code. Some of these secret characters are WCW wrestlers or personalities, while others are fictional characters or THQ staff.

5.1

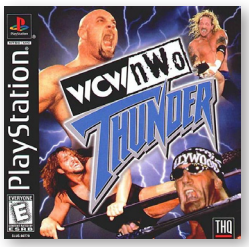


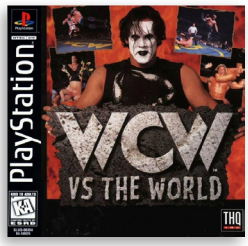
NTSC Rarity: 1
PAL Rarity: 1

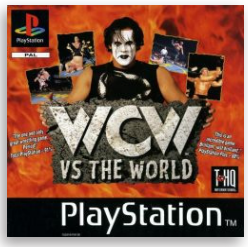
WCW/nWo Thunder

Developer Inland Productions
Publisher THQ
Release date (us) January 15, 1999
(eu) February 5, 1999
Genre Sports
Players 1-2 Players

WCW/nWo Thunder is the sequel to WCW Nitro and updates the previous game with new characters and features, including cage matches, battle royals, weapon use, and the ability to select what stable each wrestler competed for (this included WCW, nWo Hollywood, nWo Wolfpac, Raven's Flock, and The Four Horsemen). However, Thunder received poor reviews. Many of these were due to its graphics, style, and overall atmosphere.

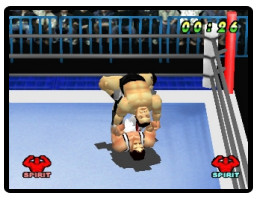






WCW vs. the World

6.0



Developer	The Man Breeze
Publisher	THQ
Release date	(us) February 28, 1997 (eu) December 1, 1997
Genre	Sports
Players	1-2 Players

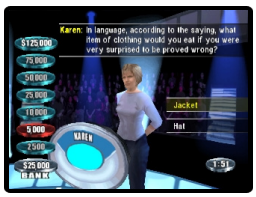
WCW vs. the World, known in Japan as Virtual Pro-Wrestling, was the first game developed by The Man Breeze (who later became the AKI Corporation) to be released outside of Japan and the second wrestling game for the PlayStation.

The game features 51 wrestlers. In addition to its WCW/nWo roster, in keeping with the game's title, WCW vs. the World also has several "fictional" foreign wrestlers.

NTSC Rarity: 1
PAL Rarity: 1

The Weakest Link

6.0



Developer	Traveller's Tales
Publisher	Activision
Release date	(us) September 24, 2001 (eu) September 28, 2001
Genre	Trivia
Players	1-7 Players

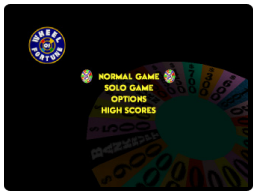
The Weakest Link is an interactive adaptation of the NBC game show made famous by host Anne Robinson. Robinson contributes to the game through video clips and voiceovers, while the actual gameplay is rendered using polygon graphics.

The Single-Player and Multiplayer modes consist of a single show, while the Championship mode is a series of four shows with a top prize of $50 million.

NTSC Rarity: 2
PAL Rarity: 1

Wheel of Fortune

5.0



Developer	Artech Studios
Publisher	Hasbro Interactive
Release date	(us) December 1, 1998
Genre	Trivia
Players	1-3 Players

Wheel of Fortune features video clips and speech of host Vanna White as up to three players compete for cash and prizes. Games can be customized to last 10 minutes, 15 minutes, 20 minutes, or between three to five rounds. A new twist comes in the form of the Solo Game, which allows the player the chance to play without other contestants stealing the thunder.

NTSC Rarity: 1

7.2

NTSC Rarity: 3

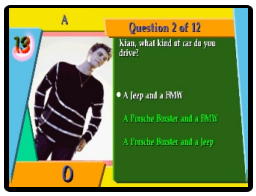
Wheel of Fortune 2nd Edition

Developer	Artech Studios
Publisher	Hasbro Interactive
Release date	(us) October 18, 2000
Genre	Trivia
Players	1-3 Players

Hosted by Vanna White, there are four modes of gameplay and six options for setting a thematic stage, ranging from Disco to the Great Outdoors. Players can choose a normal or tournament game for three players, challenge the computer, or participate in a solo game.

Also included are behind-the-scene interviews and a sample contestant exam.

1.0



PAL Rarity: 1

Westlife Fan-O-Mania

Developer	Runecraft
Publisher	TDK Recording Media Europe S.A.
Release date	(eu) June 28, 2002
Genre	Trivia
Players	1-4 Players

Westlife Fan-O-Mania is a quiz game aimed at fans of the Irish boy-group Westlife. The game consists of 500 questions centered around the band members and their lives. If the player correctly answers all questions in one level, a video interview with one of the boys is shown. There are five levels in total presented by a hostess named Tara. The game also features video snippets, a photo gallery and audio recordings of the band members.

7.0

PAL Rarity: 3

Whizz

Developer	Flair
Publisher	Konami
Release date	(eu) February 7, 1997
Genre	Racing
Players	1 Player

This game is about a race between Whizz, a bunny with a hot air balloon, and a rat with a zeppelin.

Each level is played out against a time limit, and the paths through the level aren't always clear-cut. There are four different types of doors, each of which needs a particular icon to pass.

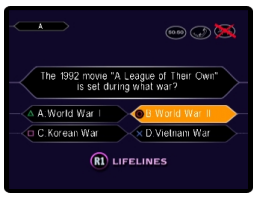
Who Wants to be a Millionaire: Third Edition

6.6

Developer	Jellyvision
Publisher	SCEA, (eu) Eidos Interactive
Release date	(us) June 6, 2001 (eu) November 30, 2002
Genre	Trivia
Players	1-2 Players

Like the preceding Who Wants to Be a Millionaire titles this third edition was developed by Jellyvision, the company known for the successful You Don't Know Jack series of quiz games.

The game features more than 600 questions.



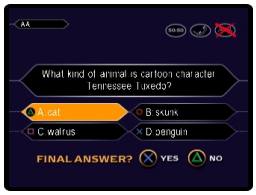
NTSC Rarity: 2

Who Wants to be a Millionaire: Second Edition

5.4

Developer	Hothouse Creations
Publisher	Buena Vista Interactive
Release date	(us) June 20, 2000 (eu) November 2, 2000
Genre	Trivia
Players	1-2 Players

Who Wants to Be a Millionaire Second Edition is the second game based on the hit TV gameshow. Players have to answer fifteen questions, slowly going up to the one million mark. If the player have trouble, there are three helpfull lifeline one can use: Phone a friend, 50/50 and ask the audience.



NTSC Rarity: 1
PAL Rarity: 1

Who Wants to be a Millionaire

5.5

Developer	Hothouse Creations
Publisher	Eidos Interactive
Release date	(eu) September 29, 2000
Genre	Trivia
Players	1-4 Players

The first in the Who Wants To Be A Millionaire Playstation series came in several different region releases: Qui Veut Gagner Des Millions, Wer Wird Millionär, 50x15 ¿Quiere ser millonario?, Vem Vill Bli Miljonär, Chi Vuol Essere Miliadario, Hvem Vil Være Millionær, and Haluatko Miljonaariksi.

The game features over 1000 questions.

PAL Rarity: 1

Wild 9

7.1

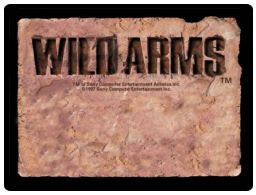
NTSC Rarity: 1
PAL Rarity: 1

Developer	Shiny Entertainment, Big Grub
Publisher	Interplay
Release date	(us) September 30, 1998 (eu) September 15, 1998
Genre	Platformer
Players	1 Player

Wild 9, known as Wildroid 9 in Japan, is a 2.5D platform game. The game was designed by David Perry, developed by Shiny Entertainment, and published by Interplay; all of which were parties involved in Earthworm Jim series of video games. Development for the game started in 1996, shortly after the release of Shiny's Earthworm Jim 2, and spanned three years.

Wild Arms

8.0



NTSC Rarity: 3
PAL Rarity: 3

Developer	Media.Vision Entertainment, Contrail
Publisher	SCE
Release date	(us) April 30, 1997 (eu) October 15, 1998
Genre	Role-playing game
Players	1 Player

Wild Arms is noteworthy for not only being one of the first role-playing video games on the PlayStation, but also one of the few to feature a Western American setting and motif. The game features 2D computer graphics for normal gameplay, while battle sequences are rendered in 3D.

An enhanced remake of Wild Arms titled Wild Arms Alter Code: F was released for the PS2.

Wild Arms 2

8.0

NTSC Rarity: 2

Developer	Media.Vision Entertainment, Contrail
Publisher	SCEA
Release date	(us) April 30, 2000
Genre	Role-playing game
Players	1 Player

Wild Arms 2 is a role-playing game that involves the player controlling several characters as they progress through a number of environments, battle enemies, and solve puzzles. The game is presented in an isometric fashion where the player has an overhead view of all the action taking place on a particular screen. While characters are represented as two-dimensional sprites, backgrounds and environments are instead rendered in 3D.

Wild Rapids

8.3

Developer	Fujimic
Publisher	EON Digital Entertainment
Release date	(eu) September 30, 2000
Genre	Racing
Players	1-2 Players

Wild Rapids is a water sports game where players race using a kayak.

There are three playable modes: tournament, time attack and vs battle. Tournament mode is a progressive battle through the games nine stages, players choose a racer and kayak must be among the first three across the finish line to proceed to the next stage.

PAL Rarity: 1

The Wild Thornberrys: Animal Adventure

6.0

Developer	KnowWonder Digital Mediaworks
Publisher	Mattel Interactive
Release date	(us) November 8, 2000
Genre	Mini-games
Players	1 Player

The game is based on the American animated television series, The Wild Thornberrys that aired on Nickelodeon. The game features artwork and voice acting from the same folks that work on the cartoon series.

Players travel with the Wild Thronberrys through 14 adventures.

NTSC Rarity: 3

Williams Arcade's Greatest Hits

7.2

Developer	Digital Eclipse Software
Publisher	Williams Entertainment, (eu) GT Interactive
Release date	(us) April 10, 1996 (eu) September 1, 1996
Genre	Compilation
Players	1-2 Players

Williams Arcade Classics is a compilation that includes the following games: Defender, Defender II, Joust, Robotron: 2084, and Sinistar.

The game alos contain FMV supplements, including interviews with the original programmers.

NTSC Rarity: 3
PAL Rarity: 2

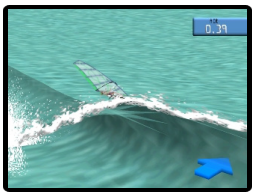
Windsurfer's Paradise

4.5

PAL Rarity: 1

Developer	Theyer GFX
Publisher	Midas Interactive
Release date	(eu) September 14, 2001
Genre	Sports
Players	1-4 Players

Windsurfer`s Paradise features three game modes, with eight characters, males and females, to choose from: Freeride let`s players surf the waves practicisng the tricks. Raider championship let players compete agains rivals to win the trophy, and Extreme trick, where players perfome the best tricks in a competition agains other rivals



Wing Commander III: Heart of the Tiger

7.6

NTSC Rarity: 5
PAL Rarity: 2

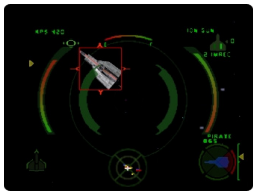
Developer	Origin Systems
Publisher	Origin Systems, (eu) Electronic Arts
Release date	(us) March 28, 1996 (eu) March 29, 1996
Genre	Adventure, Shooter
Players	1 Player

Wing Commander III: Heart of the Tiger is the critically acclaimed third main game in Chris Roberts' Wing Commander science fiction space combat simulation video game series.

Professionally scripted and filmed in Hollywood, the game has several actors, including Mark Hamil, and Malcolm McDowell.

Wing Commander IV: The Price of Freedom

7.6



NTSC Rarity: 5
PAL Rarity: 2

Developer	Origin Systems, Lion Entertainment
Publisher	Origin Systems, (eu) Electronic Arts
Release date	(us) June 15, 1997 (eu) May 14, 1997
Genre	Adventure, Shooter
Players	1 Player

The first game set after the end of the Terran-Kilrathi War, Wing Commander IV depicts a galaxy in the midst of a chaotic transition, with human civilians, Kilrathi survivors and former soldiers on both sides attempting to restabilize their lives.

The game had a unheard of video game budget of $12 million.

Wing Over

8.0

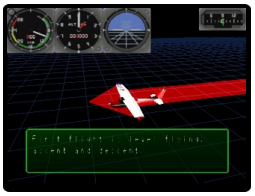
Developer	Victor Interactive Software, Beluga Computer
Publisher	JVC Digital Studios
Release date	(eu) October 15, 1997
Genre	Shooter
Players	1 Player

Wing Over is a flight simulator that takes place in the 21st Century and allow the player to join the virtual players in aerial battles against its competitors. There are 4 characters in each team and in the tournament mode the player's team compete against 17 different teams and up to twenty different scenarios availables. There are four game modes: Tournament, Free Game, Vs and Survival Mode.

"kimsufi.com"

PAL Rarity: 2

Wing Over 2



7.0

Developer	Beluga
Publisher	JVC
Release date	(eu) October 31, 2000
Genre	Shooter
Players	1 Player

Wing Over 2, known as Pilot ni Narou! in Japan, is a combat flight simulator gam. Players have to find a job first to earn enough money for flight lessons, once that have been achieved, players take lessons and exams. Players can start flying simple missions which will give credits, and later take on harder missions.

PAL Rarity: 1

Winky The Little Bear

4.0

Developer	The Code Monkeys
Publisher	Phoenix Games
Release date	(eu) June 26, 2003
Genre	Puzzle
Players	1 Player

The story of the game start with a storm in the forest. The wind is so strong that it gets under Teddy and Mi's umbrella and they take off into the air. Eventually they are blown into a big tree and are stuck in very high branches. All their friends in the forest come to see what has happened.

The game consist of shit cartoon, shit jigsaw puzzles, and shit colouring game.

PAL Rarity: 2

4.0

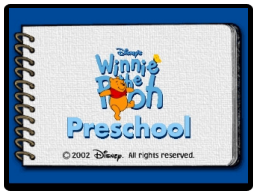
NTSC Rarity: 3

Winnie the Pooh: Kindergarten

Developer Revolution Software
Publisher Disney Interactive, (eu) Bam! Entertaiment
Release date (us) November 5, 2002
(eu) November 5, 2002
Genre Mini-games
Players 1 Player

Disney's Winnie the Pooh Kindergarten is an educational game for young children set in the Hundred Acre Wood with Winnie the Pooh, Piglet, and all of Christopher Robin's stuffed friends. Children will sort shapes with Rabbit, help Owl decide the first letter of words, go on a Tigger's treasure hunt, play with eight different instruments and Eeyore, count Roo's carnival balloons, and create a thinking spot.

5.0



NTSC Rarity: 3

Winnie the Pooh: Preschool

Developer Disney Interactive
Publisher BAM! Entertainment
Release date (us) November 5, 2002
Genre Mini-games
Players 1 Player

The game is much of the same as the previous game, where young children do edutainment like mini games. This game is designed for somewhat older children over the last one.

As the player completes each minigame, party decorations and gifts from the characters appear in Christopher Robin's Party Place. Items there are a measure of the player's progress, or a parent can access the Progress Chart from the sign-in screen.

7.3

NTSC Rarity: 1
PAL Rarity: 1

WipEout

Developer Psygnosis
Publisher Psygnosis
Release date (us) November 21, 1995
(eu) September 29, 1995
Genre Racing
Players 1-2 Players

Wipeout is a futuristic racing game. A launch title for PlayStation in Europe and North America, the game has been described as being synonymous with Sony's debut gaming hardware and as an early showcase for 3D graphics in console gaming. The game went to number one in the all format charts, with over 1.5 million units of the franchise having been sold to date throughout Europe and North America.

WipEout 2097

8.2

Developer	Psygnosis
Publisher	Psygnosis
Release date	(us) September 30, 1996 (eu) October 1, 1996
Genre	Racing
Players	1-2 Players

Wipeout 2097, released as Wipeout XL in North America, is the second instalment released in the Wipeout series. Whereas the original game introduced the F3600 anti-gravity racing league in the year 2052, Wipeout 2097 is set over four decades later and introduces the player to the much faster, more competitive, and more dangerous F5000 AG racing league.

NTSC Rarity: 4
PAL Rarity: 1

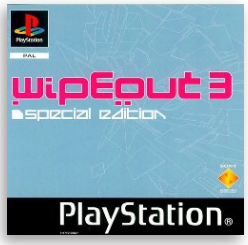
WipEout 3

7.8

Developer	Psygnosis Leeds Studio, The Designers Republic
Publisher	SCE
Release date	(us) September 30, 1999 (eu) September 8, 1999
Genre	Racing
Players	1-2 Players

Psygnosis turned to the graphic design studio The Designers Republic to assist in development. The Designers Republic, known for its underground techno album covers, provided “visual candy” to Wipeout 3‘s graphics, designing the game’s icons, billboards, color schemes, and custom typefaces. The game was also the first Wipeout game to take advantage of the analogue sticks, to offer smoother control of the player’s craft.

NTSC Rarity: 1
PAL Rarity: 1



Wip3out: Special Edition

7.8

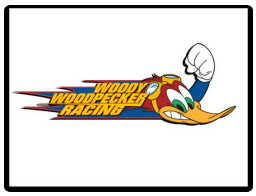
Developer	Psygnosis Leeds Studio, The Designers Republic
Publisher	SCEE
Release date	(eu) July 14, 2000
Genre	Racing
Players	1-4 Players

Wipeout 3 Special Edition featured many minor changes to gameplay, such as different craft physics, auto-loading of saves and AI bugfixes. In addition, eight courses from previous Wipeout titles (three from Wipeout and five from Wipeout 2097) plus two hidden prototype circuits previously only available in the Japanese version of Wipeout 3, were added giving total of 22 tracks. Special Edition also allowed for four-person multiplayer, using two televisions and two PlayStation consoles.

PAL Rarity: 2

Woody Woodpecker Racing

6.6



NTSC Rarity: 5
PAL Rarity: 2

Developer	Syrox Developments
Publisher	Konami
Release date	(us) November 16, 2000 (eu) December 22, 2000
Genre	Racing
Players	1-2 Players

Woody Woodpecker Racing is a go-kart racing game based on the cartoon character Woody Woodpecker.

The player selects one of the six starting characters from the series and races in a style reminiscent of Super Mario Kart. The player can collect items from boxes and try to slow down the opponents while driving through a 3D environment, with slopes, ramps and jumps, on tarmac or mud.

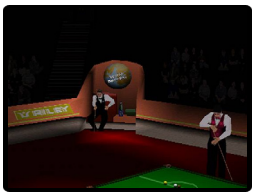
World Championship Snooker

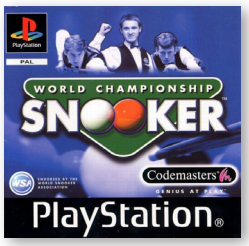
7.2

PAL Rarity: 2

Developer	Blade Interactive Systems
Publisher	Codemasters
Release date	(eu) June 28, 2000
Genre	Sports
Players	1-2 Players

World Championship Snooker is a snooker simulation game. The game allows players to train in master classes, play a single match, and partake in official tournaments, and the world championship. Players can also play against several professional snooker players. Each of the players such as Mark Williams and Stephen Hendry plays with his own style and qualities. To aid the player it is possible to active certain helping lines to give aid in aiming the cue.





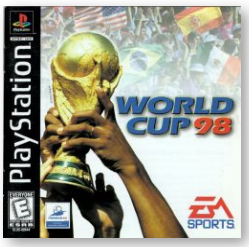
World Cup 98

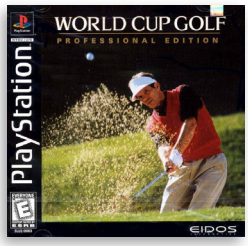
7.6

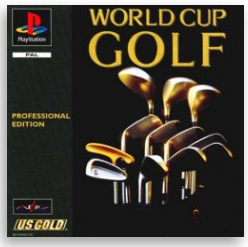
NTSC Rarity: 2
PAL Rarity: 1

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(us) June 31, 1998 (eu) May 22, 1998
Genre	Sports
Players	1-8 Players

World Cup 98 was the first official FIFA World Cup game developed by EA Sports after obtaining the rights from FIFA in 1997. The game engine is based on that of FIFA: Road to World Cup 98, though it features some minor gameplay improvements to areas such as ingame strategy changing and player positioning.

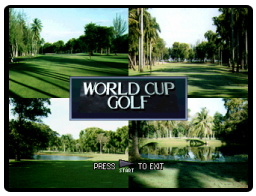






World Cup Golf: Professional Edition

4.5



Developer	Arc Developments
Publisher	U.S. Gold
Release date	(us) January 15, 1996
	(eu) January 15, 1996
Genre	Sports
Players	1-2 Players

World Cup Golf has several game modes: Tournament mode provides players with the ability to create their own event. Players also have full control over the play stance, the weather and the ground conditions. Practice mode gives the choice of any hole; front or back nine, or the practice course. In Normal mode, players can course solo or in competition with 15 types of golf play including Skins, Texas Scramble and Matchplay.

NTSC Rarity: 5
PAL Rarity: 2

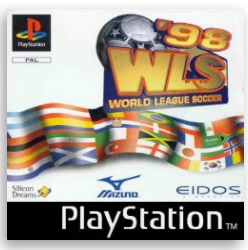
World Destruction League: Thunder Tanks

5.5

Developer	3DO
Publisher	3DO
Release date	(us) September 9, 2000
	(eu) November 17, 2000
Genre	Action
Players	1-2 Players

World Destruction League: Thunder Tanks is a car combat shooter game that has a similar gameplay to the Twisted Metal and Vigilante 8 series. The player must obtain “powerups” and defeat enemy vehicles, but must capture the enemy flags in order to win. However, all of the vehicles are tanks, hence its name.

NTSC Rarity: 2
PAL Rarity: 1



World League Soccer 98

6.2

Developer	Silicon Dreams
Publisher	Eidos Interactive
Release date	(eu) May 29, 1998
Genre	Sports
Players	1-4 Players

In World League Soccer ‘98 the player is able to move, kick, chip, volley and perform advanced passing techniques, including one-twos, chip returns and swerved long-balls.

There are eight major European leagues plus the U.S. and Japanese leagues, with 145 teams available to choose from, as well as international competitions which can be custom-designed. Live commentary is provided by Peter Brackley and Ray Wilkins, and motion capture by Les Ferdinand.

PAL Rarity: 2

6.6

PAL Rarity: 1

World Rally Championship Arcade

Developer Unique Development Studios AB
Publisher SCEE
Release date (eu) November 8, 2002
Genre Racing
Players 1-2 Players

WRC: FIA World Rally Championship Arcade is an arcade rally game, specifically aimed at younger players with its forgiving handling and arcade-style gameplay. The player races in one of the seven cars, and 14 different official WRC locations are present in the game.

The game has several different gameplay modes, including the super special, standard championship, time trial and two-player versus modes.

7.0

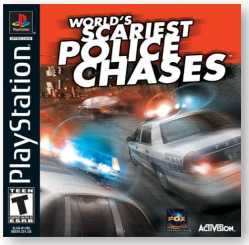
NTSC Rarity: 3
PAL Rarity: 1

World's Scariest Police Chases

Developer UDS
Publisher Activision
Release date (us) May 21, 2001
(eu) June 29, 2001
Genre Action
Players 1-2 Players

World's Scariest Police Chases is an open world driving game similar to Driver 2. The player joins Sheriff Jon Bunnell in high speed police chases, inconspicuously tailing criminals and high way shoot outs.

A two-player co-operative mode exists, in which one player drives and the other shoots.



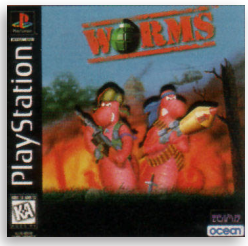
7.4

PAL Rarity: 1

World Tennis Stars

Developer Ignition Entertainment
Publisher Ignition Entertainment
Release date (eu) June 2, 2004
Genre Sports
Players 1-2 Players

World Tennis Stars is a tennis game that feature six fantasy courts: grass, beach, stone courtyard, disco, Mayan temple, and New York street. Each of the six characters has a full complement of forehands, backhands, volleys, and lobs. Strengths vary from character to character. In Arcade mode, players battle the computer in one-off matches. In Competition mode, players go through each court in turn, competing against the other characters to win a place in the final.



Worms

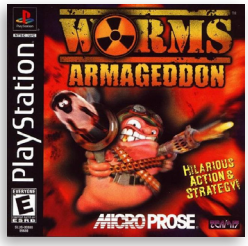
7.3

Developer	Team17
Publisher	Ocean
Release date	(us) December 10, 1995
	(eu) December 10, 1995
Genre	Strategy, Action
Players	1-16 Players

Worms is an artillery strategy video game originally released in 1995 for the Amiga.

The game is turn based where players controls a team of worms against other teams of worms that are controlled by a computer or another player. The aim is to use various weapons to kill the worms on the other teams and have the last surviving worm.

NTSC Rarity: 5
PAL Rarity: 3



Worms Armageddon

7.8

Developer	Team17
Publisher	Hasbro Interactive, Microprose
Release date	(us) November 1, 1999
	(eu) October 29, 1999
Genre	Strategy, Action
Players	1-4 Players

A sequel to Worms 2, Worms Armageddon expands upon its predecessor by enhancing a few facets of gameplay. Like the previous Worms installments, the game is an artillery variant. The player give an artillery piece a shot angle and shot power, and try to hit the opponent, taking into account wind effects.

The game feature over 40 single player mission, including 10 exclusive to PlayStation.

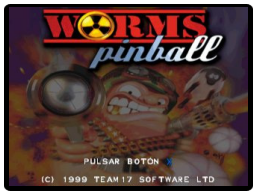
NTSC Rarity: 2
PAL Rarity: 1

Worms Pinball

6.1

Developer	Team 17
Publisher	Infogrames
Release date	(eu) November 1, 1999
Genre	Pinball
Players	1-4 Players

Worms Pinball is a cut-down version of the PC game Addiction Pinball. The PC version include both Worms and World Rally Fever, but the PlayStation version include just the Worms version. The aim of the Worms table is to complete missions and collect weapons in order to increase the rank and move on to the next of five areas—Arctic, Mars, Jungle, Desert and Hell.



PAL Rarity: 1

Worms World Party

7.8

NTSC Rarity: 1
PAL Rarity: 1

Developer	Team17, The Code Monkeys
Publisher	UBI Soft
Release date	(us) March 29, 2002 (eu) December 14, 2001
Genre	Strategy, Action
Players	1-4 Players

Worms World Party is the seventh game in the Worms series. It was the last 2D Worms game before the series' three year stint in 3D, starting with Worms 3D.

Like its predecessors, Worms World Party is a side-scrolling video game involving controlling a team of worms and using a collection of weaponry to eliminate the opposing team.

Wreckin' Crew

7.3

NTSC Rarity: 6
PAL Rarity: 1

Developer	Quickdraw Developments
Publisher	Telstar Electronic Studios
Release date	(us) October 7, 1998 (eu)
Genre	Racing
Players	1-2 Players

Wrecking Crew is a racing game similar to Mario Kart. Players take control of unorthodox characters such as a pair of Siamese twins, a circus trainer and a mad scientist, and race their hot-rods across ten tracks using unusual weapons such as lighting bolts, body bags and chickens.

A two-player mode is available, and the tracks are sprawling, with teleports, secret routes and hidden areas to find.

Wu-Tang: Shaolin Style

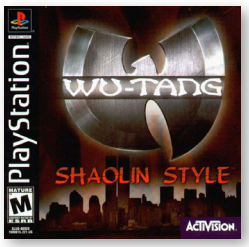
6.6

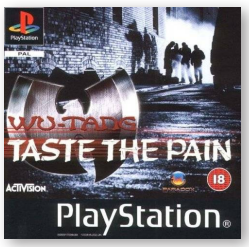
NTSC Rarity: 2
PAL Rarity: 2

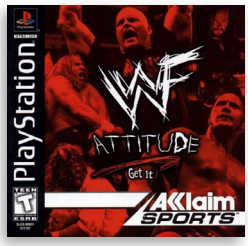
Developer	Paradox Development
Publisher	Activision
Release date	(us) October 31, 1999 (eu) November 12, 1999
Genre	Fighting
Players	1-4 Players

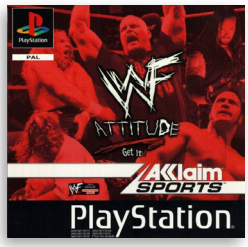
The basis for the game's story and setting is the real-life rap group Wu-Tang Clan, featuring characters based on their stage personas and the martial arts themes of their music.

Due to the game's graphic depictions of blood and violence, a special code printed on the instruction manual had to be entered within the game to see the full, uncensored action.









WWF Attitude

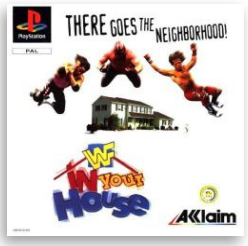
6.4

Developer	Acclaim Studios Salt Lake City
Publisher	Acclaim Sports
Release date	(us) June 30, 1999 (eu) August 20, 1999
Genre	Sports
Players	1-4 Players

WWF Attitude is a professional wrestling video game based on the World Wrestling Federation and a sequel to WWF War Zone. The game was the last WWF game to be published by Acclaim. The WWF signed a deal with THQ later in 1999, ending a long relationship with Acclaim that began with WWF WrestleMania.

As part of the promotion for the game, some stores offered a free 'WWF Attitude' edition memory card with the game.

NTSC Rarity: 1
PAL Rarity: 1



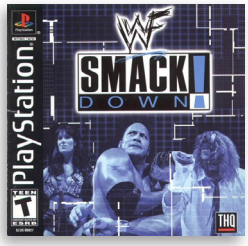
WWF In Your House

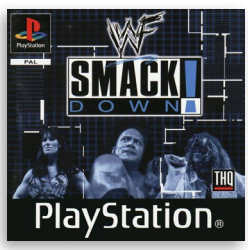
6.0

Developer	Sculptured Software
Publisher	Acclaim
Release date	(us) November 21, 1996 (eu) December 20, 1996
Genre	Sports
Players	1-4 Players

WWF In Your House is a follow-up to WWF WrestleMania: The Arcade Game. Just like WrestleMania, In Your House is not a wrestling game in the normal sense, as it is heavily influenced by Mortal Kombat. It features digitized sprites of the wrestlers, and many over the top, unrealistic, and magical moves and taunts by the wrestlers. The game also featured finishing moves which are performed before the final pin.

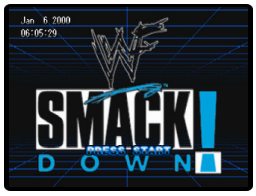
NTSC Rarity: 3
PAL Rarity: 2





WWF SmackDown!

7.3



Developer	Yuke's Co.
Publisher	THQ
Release date	(us) February 3, 2000 (eu) April 10, 2000
Genre	Sports
Players	1-4 Players

SmackDown! was the first WWF game on the PlayStation to be published by THQ, taking over from the previous publisher Acclaim Entertainment.

The story mode contains two main parts, first with the Pre-Season, but after ten in-game years of playing the Pre-Season, players are allowed to skip it.

NTSC Rarity: 1
PAL Rarity: 1

7.7

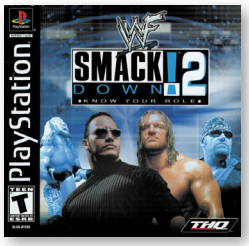
NTSC Rarity: 1
PAL Rarity: 1

WWF SmackDown! 2: Know Your Role

Developer Yuke's Co.
Publisher THQ
Release date (us) November 21, 2000
(eu) January 1, 2001
Genre Sports
Players 1-4 Players

The Season Mode was heavily modified in this game. Along with removing the pre-season mode from the original, Know Your Role gave more storylines and more matches per show.

This was the first SmackDown game to feature wrestlers such as Kurt Angle and Albert.



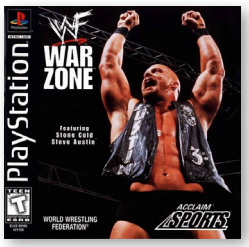
6.2

NTSC Rarity: 1
PAL Rarity: 1

WWF War Zone

Developer Iguana West Software
Publisher Acclaim Sports
Release date (us) July 1, 1998
(eu) September 1, 1998
Genre Sports
Players 1-4 Players

Unlike Acclaim's previous WWF game, 1996's WWF in Your House, War Zone features characters represented by 3D models and a new grappling-based gameplay system. In addition to a single-player mode in which players challenge for various championships, WWF War Zone also includes various multiplayer modes and a create-a-wrestler mode that was extensive for its time.



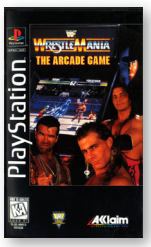
7.0

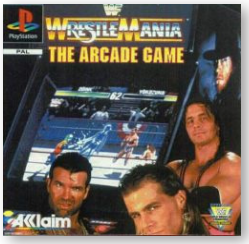
NTSC Rarity: 3
PAL Rarity: 2

WWF WrestleMania: The Arcade Game

Developer Sculptured Software
Publisher Acclaim
Release date (us) October 18, 1995
(eu) November 15, 1996
Genre Sports
Players 1-2 Players

Despite being based on professional wrestling, WrestleMania's digitized graphics and fast-paced gameplay make it more of a fighting game inspired by Midway's popular Mortal Kombat series. What separates this game from previous and future WWF/WWE video games is its over the top and very cartoonish attacks.





Wanted

4.5

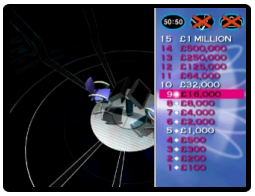
PAL Rarity: 3

Developer Naps Team
Publisher Phoenix Games
Release date (eu) February 16, 2004
Genre Shooter
Players 1 Player

Wanted is a budget title with gameplay similar to arcade games like Blood Bross or Cabal, in the part that the character is viewed from behind and the player has to defeat all the enemies in each level to advance to the next one.

The player takes the role of the sheriff of a town in the wild west era and have to shoot the enemies until reaching the number requird to end the level.

Who Wants to Be a Millionaire? Junior



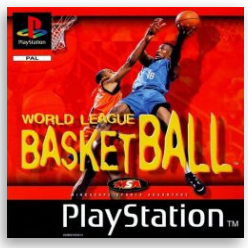
6.2

PAL Rarity: 1

Developer Hothouse Creations
Publisher Buena Vista Interactive
Release date (eu) July 6, 2001
Genre Trivia
Players 1-4 Players

The game closely follows the formula of the TV series as players battle through 15 questions on the way to the jackpot. Up to four players can play, either joining forces or going against each other, although the junior target audience of this release does mean that the questions are easier than before.

World League Basketball



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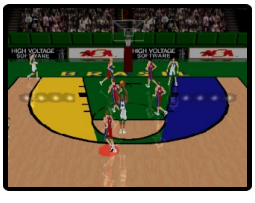
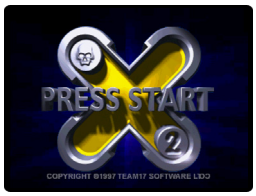


PAL Rarity: 2

Developer High Voltage Software
Publisher Mindscape
Release date (eu) December 10, 1997
Genre Sports
Players 1-2 Players

World League Basketball is part of the Mindscape Sports Advantage series. Players can choose “exhibition play” for practice matches between teams, before committing to one team for a 30-game “season play” or six-round “tournament play” in prearranged series of scheduled games against 36 different countries of various abilities. The latter two allows for simulated games to skip matches - if desired with results automatically calculated by the computer.

6.7



PAL Rarity: 3

X2

Developer	Team 17
Publisher	Ocean
Release date	(eu) November 15, 1996
Genre	Shooter
Players	1-2 Players

X2 is a simple arcade-style side scrolling shoot ‘em up and the sequel to the Amiga 16-bit shooter Project-X. Unlike its predecessor, the game was a console exclusive.

The game features 10 levels and a final level of fast paced difficult action. Each enemy wave is different and Team17 claims there is absolutely NO slowdown in this game, even in two player co-op mode!

2.0

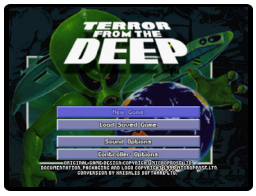
NTSC Rarity: 3
PAL Rarity: 1

X-Bladez: Inline Skater

Developer	Vision Scape Interactive
Publisher	Crave Entertainment, (eu) UBI Soft
Release date	(us) January 24, 2002 (eu) March 22, 2002
Genre	Sports
Players	1-2 Players

X-Bladez: Inline Skater is a racing game dedicated to the inline skating extreme sport. The game allows the player to race skaters through 3D levels, performing tricks such as back-flips, flat spins, heel grabs, and others. Racers are able to jump over trash cans, mailboxes, and road signs. It is also possible to grab speed boosts to increase the velocity of the skateboard, as well as collect tokens scattered throughout each level to unlock secrets.

8.1



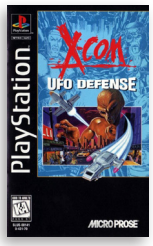
PAL Rarity: 2

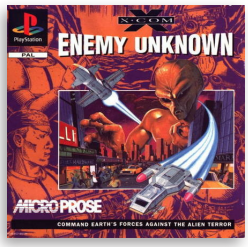
X-COM: Terror from the Deep

Developer	MicroProse Software
Publisher	MicroProse Software
Release date	(eu) December 1, 1996
Genre	Strategy
Players	1 Player

X-COM: Terror from the Deep is the sequel to UFO: Enemy Unknown. The game takes place mostly underwater, with base-building and combat all being submerged beneath the waves.

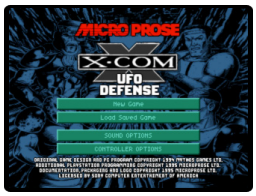
Just like UFO: Enemy Unknown, the game consists of two parts. The first is the real time-based GeoScape, a micro management game. The second part, the BattleScape, is used for turn-based combat between squads of aliens and humans.





X-COM: UFO Defense

7.6

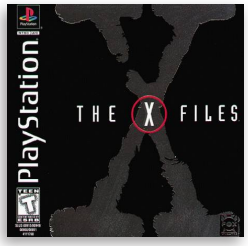


Developer	MicroProse Software
Publisher	MicroProse Software
Release date	(us) October 15, 1995 (eu) November 15, 1995
Genre	Strategy
Players	1 Players

Originally planned by Julian Gollop as a sequel to Mythos Games' 1988 Laser Squad, the game mixes real-time management simulation with turn-based tactics. The player takes the role of commander of X-COM – a clandestine, international paramilitary organization defending Earth from alien invasion.

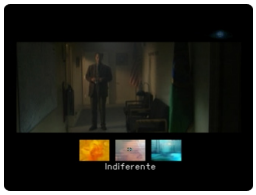
The PlayStation port has retained the original graphics due to time restraints but features a much higher quality music.

NTSC Rarity: 7
PAL Rarity: 2



The X-Files

6.3



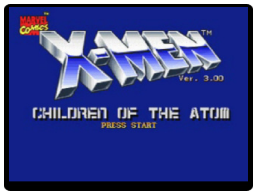
Developer	HyperBole Studios
Publisher	Fox Interactive
Release date	(us) September 30, 1999 (eu) November 2, 1999
Genre	Adventure
Players	1 Player

The X-Files Game is an interactive movie point-and-click adventure game based on the television series The X-Files. The game takes place somewhere within the timeline of the third season of The X-Files series. The story follows a young Seattle-based FBI agent named Craig Willmore who is assigned by Assistant Director Walter Skinner to investigate the disappearance of agents Fox Mulder and Dana Scully.

NTSC Rarity: 2
PAL Rarity: 1

X-Men: Children of the Atom

6.8



Developer	Capcom, Probe Entertainment
Publisher	Acclaim
Release date	(us) February 10, 1998 (eu) February 27, 1998
Genre	Fighting
Players	1-2 Players

X-Men: Children of the Atom is a port of a Capcom Arcade game, first released in 1994. Based on the X-Men comic book, it is the first fighting game produced by Capcom using characters under license from Marvel Comics.

The PlayStation version was not as well received as the other ports, suffering from slowdown and missing frames of animation.

NTSC Rarity: 4
PAL Rarity: 2

6.2

NTSC Rarity: 2
PAL Rarity: 1

X-Men: Mutant Academy

Developer	Paradox Development
Publisher	Activision, (eu) Success
Release date	(us) July 11, 2000 (eu) August 18, 2000
Genre	Fighting
Players	1-2 Players

X-Men: Mutant Academy is a fighting game that features 3D stages, but largely adhering to the rules of 2D fighters. The main characters are a combination of classic X-Men characters and the X-Men film.

The game was widely praised for the gameplay, the enemy AI, and the graphics, but it was criticized for its similarity to Capcom video games, such as Street Fighter.

7.3

NTSC Rarity: 2
PAL Rarity: 1

X-Men: Mutant Academy 2

Developer	Paradox Development
Publisher	Activision
Release date	(us) September 17, 2001 (eu) September 21, 2001
Genre	Fighting
Players	1-2 Players

Like its predecessor, the game allows the player to select from several heroes and villains and includes many of the signature moves from the comic. The game also includes a behind-the-scenes look at X-Men: The Movie concept sketches, costumes and other similar material.

Unlike X-Men: Mutant Academy, this game received mostly positive reviews by critics.

7.4

NTSC Rarity: 5
PAL Rarity: 2

X-Men vs. Street Fighter

Developer	Value Wave
Publisher	Capcom
Release date	(us) June 11, 1998 (eu) November 27, 1998
Genre	Fighting
Players	1-2 Players

X-Men vs. Street Fighter uses a system similar to the style developed in Marvel Super Heroes, and adds the tag team gameplay feature.

The PlayStation port of the game received a mixed to negative response by press and fans alike. Due to RAM limitations of the PlayStation, this port was significantly inferior to the arcade in both graphics and gameplay.

Xena: Warrior Princess

6.8

Developer	Universal Interactive Studios
Publisher	Electronic Arts
Release date	(us) October 7, 1999 (eu) October 15, 1999
Genre	Beat'em Up
Players	1 Player

Xena: Warrior Princess is an action video game based on the television series with the same name. As Xena, the Warrior Princess, the player has to stop the evil sorceress Kalabrax, who seeks world domination.

The game features little gimmicks such as a "Karma Meter", which gives Xena benefits if she saves hostages or defeats enemies without killing them.

NTSC Rarity: 1
PAL Rarity: 2

Xenocracy

5.8

Developer	Simis
Publisher	Grolier Interactive
Release date	(eu) July 15, 1998
Genre	Shooter
Players	1 Player

Xenocracy is a cross between a space combat action sim and a political strategy game. Set in 10600, four planetary superpowers are vying for control of the solar system and on the brink of all-out "thermostellar war". As commander of the United Planet Nations peacekeeping fighter squadron, the players role is to maintain the balance and prevent cold war and localized conflicts from escalating into open interplanetary hostilities.

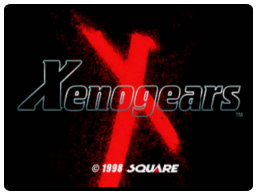
PAL Rarity: 1

Xenogears

8.8

Developer	Square
Publisher	Square EA
Release date	(us) October 20, 1998
Genre	Role-playing game
Players	1 Player

Xenogears is a science fiction role-playing game. Square had announced that Xenogears may not have come out in the United States due to "sensitive religious issues". However, Square soon after reversed this and, with a joint partnership with Electronic Arts, released the game in 1998. The English translation of Xenogears was the first instance in which an English localization team worked directly with Square developers. It also was the first major project of Square translator Richard Honeywood.



NTSC Rarity: 1

Xevious 3D/G+

6.8

NTSC Rarity: 4
PAL Rarity: 2

Developer Namco
Publisher Namco
Release date (us) November 17, 1997
(eu) August 15, 1997
Genre Shooter
Players 1-2 Players

Xevious 3D/G+ is a compilation of the Xevious arcade games. The main game is Xevious 3D/G, a port of the 3D polygonal scrolling shoot 'em up arcade game but it also includes accurate ports of the arcade games Xevious, Super Xevious and Xevious Arrangement from Namco Classic Collection Vol. 1. Although not enhancing the gameplay, the player could use the NeGcon controller to tilt the Solvalou.

XS Airboat Racing

6.0

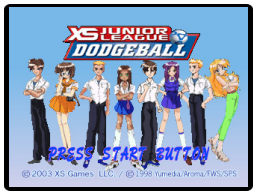
NTSC Rarity: 2
PAL Rarity: 2

Developer Miracle Designs
Publisher XS Games
Release date (us) June 10, 2003
(eu) June 10, 2003
Genre Racing
Players 1 Player

XS Airboat Racing is a 3D arcade-style racing game. The player can choose from a roster of ten cartoonish characters and race on a number of waterway circuits in five different settings. Game modes include: arcade, tournament, and time trial.

XS Junior League Dodgeball

8.0



NTSC Rarity: 2

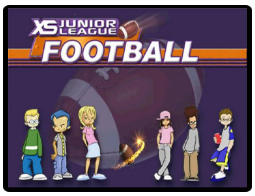
Developer Aroma
Publisher XS Games
Release date (us) September 3, 2003
Genre Sports
Players 1-2 Players

XS Junior League Dodgeball is a team Dodgeball game featuring school teens as playable characters. The player can choose from a number of characters, each with special abilities, and participate in a tournament or in a versus battle.

All characters in the original Japanese version are girls, however for the U.S. release several characters were replaced with boys.

XS Junior League Football

6.5



Developer	Wahoo Studios
Publisher	XS Games
Release date	(us) December 3, 2003
Genre	Sports
Players	1-2 Players

XS Junior League Fotball boasts 16 different characters with different skills, and "real world" play fields - a yard, a parking lot etc.

The player's team of 5 characters will participate in "Schoolyard Tournaments" to become the Football champion.

"mobygames.com"

NTSC Rarity: 2

XS Junior League Soccer

6.0

Developer	Wahoo Studios
Publisher	XS Games
Release date	(us) December 10, 2003 (eu) September 29, 2004
Genre	Sports
Players	1-2 Players

XS Junior League Soccer is a game of street soccer with cartoon-style graphics. The player can choose from 16 characters to create a team of 5 and participate in a street tournament.

The game is played on "real world" locations: the yard, a parking, a clearing at the construction site and by the baseball field.

"mobygames.com"

NTSC Rarity: 2
PAL Rarity: 3

XS Moto

6.0

Developer	Interactive Entertainment, Bubble Boy Limited
Publisher	XS Games
Release date	(us) March 1, 2003 (eu) October 7, 2004
Genre	Racing
Players	1-2 Players

XS Moto is a 3D motorbike racing game with 22 racing tracks located around the world. The game modes include Single Race, Championship, Two-Player Race, and Two-Player Championship. The game features real-time weather effects and conditions. While racing, no map of the track is shown, but yellow icons appear on the left or right to signal the direction of the upcoming turn.

NTSC Rarity: 2
PAL Rarity: 2

5.0

PAL Rarity: 2

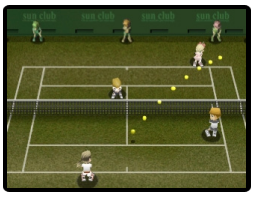
Xtreme Roller

Developer	Titus Software
Publisher	Microids
Release date	(eu) October 24, 2002
Genre	Racing
Players	1-2 Players

In X`treme Roller, players race in a futuristic tournament of more than 30 stages. Players will earn credits to upgrade the skates, and play as one of two characters, Blakki and Mae Wing. Each character has unique looks and qualities: speed, weight, agility, and balance.

Twelve stunts include backsides, cowboy grinds, and Halley hoop ricko.

Yeh Yeh Tennis



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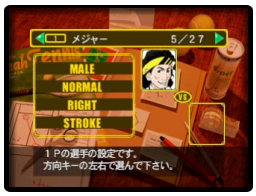
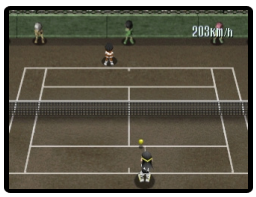




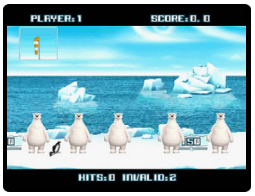
Developer	Sunsoft
Publisher	Sunsoft
Release date	(eu) September 8, 2000
Genre	Sports
Players	1-2 Players

The way the game is structured allows players to create their own players, choosing the physical attributes of the players and their characteristic styles of play but also their temperament.

The player has seven seasons in which to become the Grand Slam Champion and thereby the world number one.

PAL Rarity: 3

YetiSports Deluxe



4.0

Developer	Edelweiss Medienwerkst
Publisher	JowooD Productions
Release date	(eu) September 28, 2004
Genre	Mini-games
Players	1 Player

Yetisports Deluxe is based on the web-based Flash game that originally appeared on the Internet in January 2004. The goal of the original game is to have a yeti smack a penguin with a club and try to get it fly as far as possible.

The PlayStation release is a compilation of the simple but popular web-based games, with new ones added for the commercial release. Featured games include Super Pingu Throw, Ice Bear Attack and Pengu Dart.

PAL Rarity: 2

YetiSports World Tour

2.0

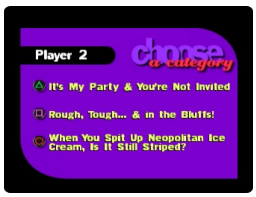
Developer	Edelweiss Medienwerkstatt
Publisher	JowooD Productions
Release date	(eu) April 22, 2005
Genre	Mini-games
Players	1-4 Players

Yetisports World Tour is the second game in the Yetisports games series for the PlayStation. The game was one of the very last titles to be released on the console. As most retail outlets no longer supporting the PS1 from 2005 it struggled to find shops willing to stock it.

The game features 10 new mini games and they can be played by one player or up to 4 players in multiplayer mode.

PAL Rarity: 2

7.3



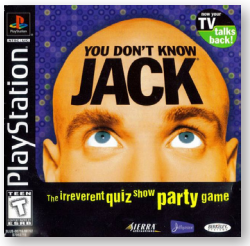
NTSC Rarity: 3

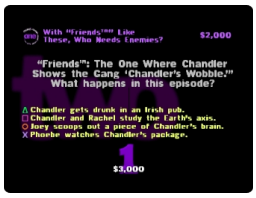
You Don't Know Jack

Developer	Starsphere Interactive
Publisher	Sierra Entertainment
Release date	(us) October 31, 1999
Genre	Trivia
Players	1-3 Players

You Don't Know Jack (commonly abbreviated YDKJ) is a series of computer games, framed as a game show "where high culture and pop culture collide", combines trivia with comedy.

The game comes with 1,400 questions on 2 CDs, where 600 are new and 800 are from previous versions. Most are of the multiple choice variety.





5.3

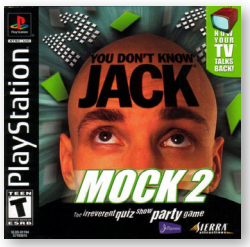
NTSC Rarity: 3

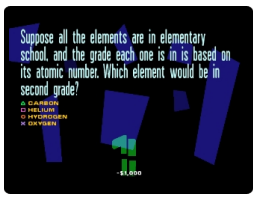
You Don't Know Jack! Mock 2

Developer	Starsphere Interactive
Publisher	Sierra Entertainment
Release date	(us) November 2, 2000
Genre	Trivia
Players	1-3 Players

Gameplay follows the conventions established in the first You Don't Know Jack game, featuring fast-paced trivia questions and a witty, if not mildly insulting, announcer. The television game-show-styled interface has a smoother 3D presentation in this installment.

The game features 750 new questions and a new type of questions called "CoinkyDinks."





6.7

PAL Rarity: 2

Yoyo's Puzzle Park

Developer	Irem Software Engineering
Publisher	JVC Musical Industries
Release date	(eu) April 15, 1999
Genre	Platformer
Players	1-2 Players

YoYo's Puzzle Park is a puzzle platform game featuring some sixty platform-filled levels similar to Bubble Bobble. The player can hop around on them, while avoiding the enemies that crowd the platforms. The players can strike back at the enemies with bombs that scatter the level, throwing or jumping on them activates their two second fuse. The goal is to kill all the enemies in a level within the time limit.

Yu-Gi-Oh! Forbidden Memories

7.1

Developer	Konami
Publisher	Konami
Release date	(us) March 20, 2002
	(eu) November 22, 2002
Genre	Role-playing game, Card Battle
Players	1-2 Players

Yu-Gi-Oh Forbidden Memories is loosely based on the Yu-Gi-Oh! manga and anime series. Taking place in Ancient Egypt, the players play the Yu-Gi-Oh! Trading Card Game alongside characters that appear in the series.

The game is sold in a 2-disc PlayStation game case, yet the game is only one disc. The reason for this is unknown

NTSC Rarity: 1
PAL Rarity: 1

Yattaman: Time Bokan

8.2

Developer	Banpresto
Publisher	Halifax
Release date	(eu) June 10, 2001
Genre	Shooter
Players	1-2 Players

Time Bokan is based on the Japanese anime series first aired in 1975. The player controls “The Skull Trio”, Marjo, Grocky & Walther, using different kind of vehicles, bombs and power-ups in a vertical 2d shooter game.

PAL Rarity: 3

4.7

PAL Rarity: 3

Z

Developer	Krisalis Software, The Bitmap Brothers
Publisher	SCEE
Release date	(eu) December 1, 1997
Genre	Strategy
Players	1 Player

Z is a real-time strategy game about two armies of robots battling to conquer different planets. Unlike traditional real-time strategy games, collecting resources or building specific structures is unnecessary for creating an army - the same principle that was introduced by Nether Earth, one of the RTS games ancestor. Regions and structures within their borders that actually manufacture the units are captured by moving troops to their respective flags.

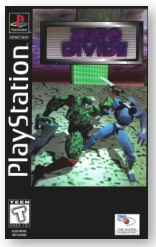
6.1

NTSC Rarity: 5
PAL Rarity: 2

Zero Divide

Developer	Zoom
Publisher	Time Warner Interactive, (eu) Ocean
Release date	(us) September 9, 1995 (eu) February 10, 1996
Genre	Fighting
Players	1-2 Players

Zero Divide is a 3D robot fighting game. Players choose one of eight robotic fighters and must battle through multiple levels in single player, or go head to head with an opponent in two-player mode. There is various unlockable content: mini-games, (e.g. a side-scrolling shoot ‘em up), easter eggs, etc.



6.8

PAL Rarity: 1

Zero Divide 2: The Secret Wish

Developer	Zoom
Publisher	SCEE
Release date	(eu) October 15, 1998
Genre	Fighting
Players	1-2 Players

Zero Divide 2: The Secret Wish features higher resolution graphics and more detailed character models. It adds two new robots, the nurse-like Pixel and the crab-like Cancer, along with a few new bosses and hidden characters. It also adds various new arena types of different shapes, including completely walled-in ones, as well as arenas with low barriers that the opponent can be juggled over to lead to a ring out.

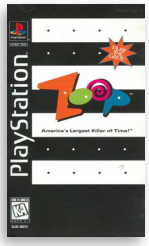
Zoboomafoo: Leapin' Lemurs!

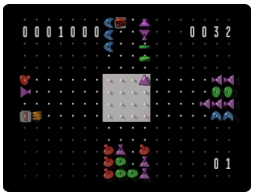
4.0

Developer	Big Grub
Publisher	Encore Software
Release date	(us) October 11, 2001
Genre	Mini-games
Players	1 Player

Zoboomafoo is a game aimed at younger players, and is based on PBS's animal television show. In the game, Zoboomafoo must visit five different locations around the globe in his quest for the perfect party, including the Antarctic, the jungles of Africa, and the Louisiana Bayou. In each of these locations, Zoboomafoo will have to find snacks for the party by collecting mangos, raspberries, and sardines, depending on the location.

NTSC Rarity: 6



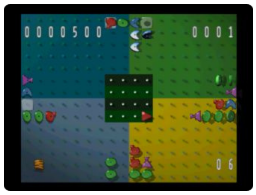
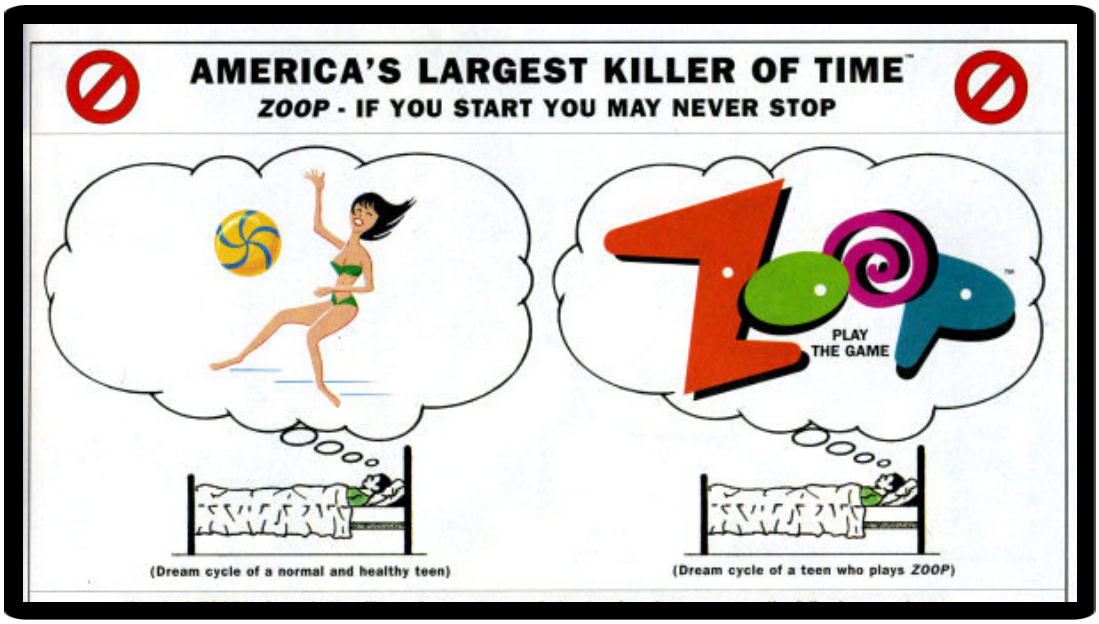


Zoop

6.4

Developer	Hookstone Productions
Publisher	Viacom New Media
Release date	(us) October 31, 1995
Genre	Puzzle
Players	1 Player

Zoop is a puzzle game where the player controls a triangle in the center of the screen. Every second, a piece comes in from the side and possibly pushes other pieces forward. Two consecutive pieces will never come in from the same quadrant, and runs of consecutive identical pieces on one row are longer, statistically, than one might think. If a piece falls into the center square, the game is over.



NTSC Rarity: 7